

PlayStation 2

100% PlayStation 0% fair

ISSUE 84

PSone

PowerStation

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PLAYSTATION

- A = 01**
- A Bug's Life
 - Abe's Exoduss
 - Abe's Odyssey
 - Ace Combat 3
 - Action Bass
 - Action Man Dest. X
 - Actua Golf
 - Air Combat
 - Akuji the Heartless
 - Aladdin: Nasira's Rev.
 - Alex F's Player Man. '02
 - Alex F's Player Man. 2001
 - Alien Resurrection
 - Alien Trilogy
 - All Star Slamin' D-Ball
 - Alone in the Dark 2
 - Alone in the Dark 4**
 - Alundra
 - Alundra 2
 - Amerzone
 - Anna Kournikova Tennis
 - Ape Escape
 - Apocalypse
 - Area 51
 - Armored Core
 - Army Men 3D
 - Army Men: Air Attack
 - Army Men: Air Attack 2
 - Army Men: Land Sea Air
 - Army Men Lock & Load**
 - Army Men: Omega Sold.
 - Army Men: S's Heroes
 - Army Men: S's Heroes 2
 - Army Men: Team Assault
 - Army Men: World War
 - Asterix
 - Asteroids
 - Atlantis
- B = 02**
- B Movie
 - Back on the Streets
 - Batman and Robin
 - Battle Arena Toshinden
 - Battle Arena Toshinden 4
 - Battle Tanx Global Ass.
 - Beast Wars Transformers
 - Birth of Stealth Assassins
 - Blade
 - Blast Radius
 - Blood Omen: L. of Kain
 - Bombberman Fant. Racer
 - Bombberman World
 - Bond: T.W.I.N.E.
 - Bond: Tom. Never Dies
 - Brahma Force
 - Breath of Fire 3
 - Breath of Fire 4
 - Brian Lara Cricket
 - Broken Sword 1
 - Broken Sword 2
 - Bugs & Taz: Time Busters
 - Bugs Bunny Lost in Time
 - Bug's Life
 - Buzz Lightyear Star C.
- C = 03**
- C&C: Red Alert
 - C&C: Retaliation
 - C-12 Final Resistance
 - Capcom Vs SNK Pro
 - Carmageddon
 - Casper
 - Castrol H. Superbike
 - Champ. Motocross
 - Championship Bass
 - Chase the Express
 - Chicken Run
 - Chronicles of the Sword
 - City of Lost Children
 - Civilisation 2
 - Clock Tower Ghost Head
 - Colin McRae Rally
 - Colin McRae Rally 2
- D = 04**
- Colony Wars Red Sun
 - Colony Wars Vengeance
 - Command & Conquer
 - Constructor
 - Coolboarders 4
 - Courier Crisis
 - Crash Bandicoot
 - Crash Bandicoot 2
 - Crash Bandicoot 3
 - Crash Bash
 - Crash Team Racing
 - Crisis Beat
 - Croc
 - Croc 2
 - Crusaders of M&M
- E = 05**
- D. Mirra BMX: Max Remix
 - D. Nukem: Time to Kill
 - D. Nukem: Total Meltd.
 - Danger Girl
 - Darkstone
 - Dave Mirra BMX
 - David Beckham Soccer
 - Dead Ballzone
 - Dead or Alive
 - Death Trap Dungeon
 - Delta Force: U. Warfare
 - Destruction Derby
 - Destruction Derby 2
 - Destruction Derby Raw
 - Diablo
 - Die Hard Trilogy
 - Die Hard Trilogy 2
 - Digimon Digi. Card Bat.
 - Digimon World
 - Digimon World 2
 - Digimon World 3
 - Dino Crisis**
 - Dino Crisis 2
 - Disc World 2
 - Discworld Noir
 - Disney's 102 Dalmatians
 - Disney's Dinosaur
 - Disruptor
 - Doom
 - Dracula Last Sanctuary**
 - Dracula Resurrection
 - Dragonball Z: Fin Bout
 - Dragonball Z: Ult. Bat.22
 - Driver
 - Driver 2**
 - Ducati World
 - Duke Nukem
 - Duke Nukem: L. of Babes
 - Dukes of Hazzard
 - Dune
- F = 06**
- F1 2000
 - FA Manager
 - FA P. Ligue F'ball Man.'01
 - FA P. Ligue F'ball Man.'00
 - FA Premier League Stars
 - Fade to Black
 - Fear Effect
 - Fear Effect: Retro Helix
 - Felony 11-79
 - FIFA 2000
 - FIFA 2001
 - FIFA 2002
 - FIFA 2003
 - FIFA 96
 - FIFA 97
 - FIFA 98
- G = 07**
- FIFA 99
 - FIFA World Cup 2002
 - Fifth Element
 - Fighter's Impact
 - Fighting Force
 - Fighting Force 2
 - Final Doom
 - Final Fantasy 4
 - Final Fantasy 5
 - Final Fantasy 6
 - Final Fantasy 7
 - Final Fantasy 8
 - Final Fantasy 9
 - Final Fantasy Anthology
 - Firestorm
 - Fisherman's Bait
 - Ford Racing
 - Formula 1 2001
 - Formula 1 97
 - Formula 1 99
 - Formula Karts
 - Forsaken
 - Forty Winks
 - Freestyle Scooter
 - Front Mission 3
 - Future Cop LAPD
- H = 08**
- Galerians
 - Gateway to Glimmer
 - Gauntlet Legends
 - Gekido
 - Gex 3 Deep Cover Gecko
 - Global Domination
 - G-Police 2
 - Gran Turismo**
 - Gran Turismo 2
 - Grand Theft Auto
 - Grand Theft Auto 2
 - Grandia
 - Grinch
 - Grind Session
 - GTA: London 1969
 - Guardian's Crusade
 - Guilty Gear
 - Gundam Battle Assault
 - Gundam Battle Assault 2
- I = 09**
- Hard Edge
 - Hardcore 4X4
 - Harry Potter**
 - Harvest Moon
 - Heart Of Darkness
 - Herc's Adventure
 - Hercules
 - Hidden & Dangerous
 - Hogs of War
 - Hot Wheels Ext. Racing
 - Hot Wheels Turbo Racing
 - Hybrid
 - Hydro Thunder
- J = 10**
- In Cold Blood
 - Incredible Crisis
 - Independence Day
 - Int. Superstar Soccer DX
 - Int. Track & Field
 - Int. Track & Field 2
 - Iron Man in Heavy Metal
 - ISS Pro 98
 - ISS Pro Evolution
 - ISS Pro Evolution 2
 - Italian Job
- K = 11**
- Jonah Lomu Rugby
 - Jurassic Park: Lost World
- L = 12**
- KKND Krossfire
 - Knockout Kings 2000
 - Knockout Kings 2001
 - Knockout Kings 99
 - Koudelka
 - Kula World
 - Kurt Warner's Football
- M = 13**
- Lara Croft in T. Raider 2
 - Largo Winch
 - Last Escape (Biohazard 3)
 - Last Sanctuary
 - Le Mans 24 Hours
 - Legacy of Kain
 - Legends of Legaia
 - Lego Island 2
 - Lego Racers
 - LMA Manager
 - LMA Manager 2001
 - LMA Manager 2002**
 - Loaded
 - Lock 'n' Load
 - Lone Soldier
 - Looney Tunes Racing
 - Last World
 - Louvre: The Final Curse
- N = 14**
- M. Schumacher's Kart '02
 - Machine Hunter
 - Martian Gothic**
 - Mary King's Riding Star
 - Mat Hoffman's Pro BMX
 - Max Power Racing
 - McGrath vs Pastrana
 - Medal of Honor
 - Medal of Honor Underg.
 - MediEvil
 - MediEvil 2
 - Megaman 8
 - Megaman Legends
 - Megaman X4
 - Men in Black
 - Men In Black: Crashdown
 - Metal Gear Solid
 - Metal Gear Solid: S. Miss.
 - Micro Maniacs
 - Millionaire
 - Mission Impossible
 - Monopoly
 - Monster Rancher
 - Monster Trucks
 - Monsters Inc
 - Mortal Kombat 3
 - Mortal Kombat 4
 - Mortal Kombat Trilogy
 - Mortal Kombat: S. Forces
 - Motor Head
 - Mummy
 - Myst
- O = 15**
- N Gen Racing
 - Nascar 2000
 - NBA Live 2000
 - NCAA Football 2001
 - Necronomicon
 - Need 4 Speed 3: Hot P.
 - Need 4 Speed: Porsche
 - Need 4 Speed: Road Ch.
 - NHL 2000
 - Nightmare Creatures
 - Nightmare Creatures 2
 - Ninja
 - No Fear Downhill MBK
 - Nuclear Strike
- P = 16**
- Omega Boost
 - One
 - OO7 T.W.I.N.E.
 - Overblood
 - Overblood 2
 - Overboard
- Q = 17**
- Pac Man World
 - Pandemonium
 - Panzer Front Bis.
 - Parasite Eve
 - Parasite Eve 2
 - Phantom Menace
 - Pitfall 3D
 - Player Manager 2000
 - Player Manager 2001
 - Player Manager 2002
 - Police Chases
 - Pong
 - Pool Shark
 - Popstar Maker
 - Populous the Beginning
 - Porsche Challenge
 - Porsche Unleashed
 - Power Rangers
 - Power Rangers: T. Force
 - Prem. Ligue F'ball Man.'00
 - Premier League Stars
 - Premier Manager 2000
 - Premier Manager 98
 - Premier Manager 99
 - Prince Naseem Boxing
 - Pro Evolution Soccer
 - Pro Pinball
- R = 18**
- Psychic Force
 - Quack Attack
 - Quake 2
- S = 19**
- Rage Racer
 - Railroad Tycoon 2
 - Rainbow Six
 - Rampage Through Time
 - Rascal
 - Ray Crisis
 - Ray Tracers
 - Rayman
 - Rayman 2
 - Rayman Rush
 - Razor Freestyle Scooter
 - RC Stunt Copier
 - Ready 2 Rumble 2
 - Ready 2 Rumble Boxing
 - Rebel Assault 2
 - Reboot
 - Red Alert (C&C)
 - Reel Fishing 2
 - Resident Evil
 - Resident Evil 2
 - Resident Evil 3: Nemesis
 - Resident Evil: Dir's Cut
 - Resident Evil: Survivor
 - Re-Volt
 - Ridge Racer
 - Ridge Racer Type 4
 - Ridge Racer: Revol.
 - Riven
 - Road Rash
 - Road Rash 3D
 - Road Rash Jailbreak
 - Rockman X3
 - Rogue Spear
 - Rogue Trip
 - Ronin Blade
 - R-Type Delta
 - R-Types
 - Rugrats: Search 4 Reptar
- T = 20**
- Shadow Gunner
 - Shadowman
 - Shellshock
 - Silent Bomber
 - Silent Hill**
 - Silhouette Mirage
 - Sim City 2000
 - Simpsons Wrestling
 - Sled Storm
 - Smackdown
 - Smackdown 2
 - Small Soldiers
 - Smurfs
 - Snow Cross Ch. Racing
 - Soul Blade
 - Soul Reaver
 - South Park
 - South Park Rally
 - Soviet Strike
 - Space Invaders
 - Spec Ops: Covert Assault
 - Spec Ops: Rangers Elite
 - Spec Ops: Stealth Patrol
 - Speed Freaks
 - Spider
 - Spiderman
 - Spiderman 2
 - Sports Car GT
 - Spyro 2: Ripto's Rage
 - Spyro 3: Year of Dragon
 - Spyro the Dragon
 - St. Fighter Ex Plus Alpha
 - Star Fighter 3000
 - Star Ocean 2
 - Star Trek: Invasion
 - Star Wars Jedi P. Battles
 - Star Wars: Dark Forces
 - Star Wars: Demolition
 - Star Wars: Phantom M.
 - Star Wars: Rebel Ass. 2
 - Steel Reign
 - Street Fighter Alpha 2
 - Street Fighter Alpha 3
 - Street Fighter Collection
 - Street Fighter Ex Plus 2
 - Street Skater
 - Street Skater 2
 - Stuart Little 2
 - Submarine Commander
 - Suikoden
 - Supercross 2000
 - Sydney 2000
 - Syndicate Wars
 - Syphon Filter
 - Syphon Filter 2
 - Syphon Filter 3
- U = 21**
- Tarzan
 - Team Buddies
 - Technomage
 - Tekken
 - Tekken 2
 - Tekken 3
 - Test Drive 6
 - The Fifth Element
 - The Grinch
 - The Italian Job
 - The Legend of Dragoon
 - The Lost World
 - The Mission
 - The Mummy
 - The Simpsons Wrestling
 - The Weakest Link
 - The World is Not Enough
 - Theme Hospital
 - Theme Park
 - Theme Park World
 - This is Football
 - This is Football 2
 - Thrasher Skate & Dest
 - Thrill Kill
 - Tiger Woods
 - TJ Lavin Ultimate BMX
- V = 22**
- TOCA Touring Cars
 - TOCA Touring Cars 2
 - TOCA World Touring Cars
 - Tomb Raider**
 - Tomb Raider 2**
 - Tomb Raider 3**
 - Tomb Raider 4
 - Tomb Raider 5**
 - Tombi 2
 - Tomorrow Never Dies
 - Tony Hawk's 2
 - Tony Hawk's 3**
 - Tony Hawk's S'boarding
 - Toy Story 2
 - Transport Tycoon
 - Tunguska
 - Tunnel 81
- W = 23**
- UEFA 2000
 - UEFA Champion League
 - UEFA Striker
 - UFO Enemy Unknown
 - Ult. Fighting Champ.
 - Ultimate Battle 22
 - Ultimate Doom
 - Urban Chaos
- X = 24**
- Vagrant Story
 - Vampire Hunter
 - Vandals Hearts
 - Vandals Hearts 2
 - Vanishing Point
 - Vigilante 8 - 2nd Off.
 - Virus
 - V-Rally 2
 - Vs
- Y = 25**
- Wacky Races
 - Walt Disney World Quest
 - War Craft 2
 - WarHammer: Horned Rat
 - Warzone 2100
 - WCW Backstage Assault
 - WCW Mayhem
 - WCW/nWo Thunder
 - Weakest Link
 - Who Wants 2BA Million.
 - Wild Arms
 - Wing Over 2
 - Wing3out
 - World Champ. Snooker
 - World Cup 98
 - World is Not Enough
 - World Touring Cars
 - World's S. Police Chases
 - Worms
 - Worms Armageddon
 - Wu Tang:Taste the Pain
 - WWF Attitude
 - WWF Smackdown
 - WWF Smackdown 2
 - WWF War Zone
- Z = 26**
- X-Men Mutant Academy2
 - X-Men vs Street Fighter
 - X-Com
 - Xena Warrior Princess
 - Xenogears
 - X-Files
 - X-Men Children of Atom
 - X-Men Mutant Academy
 - YuGiOh! Dual Monsters**

INCLUDING ALL THE LATEST CHEATS, TIPS & WALKTHROUGHS AVAILABLE FOR:

- ★ Devil May Cry 2
- ★ GTA Vice City
- ★ Mace Griffin: B. Hunter
- ★ Robocop
- ★ Run Like Hell
- ★ Star Wars: Clone Wars
- ★ The Getaway
- ★ The Sims
- ★ T.Raider Angel of Darkness

Plus Many More...

CHEATS UNLIMITED

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CHEATS & GUIDES

CHEATS
TIPS & WALKTHROUGHS

PLAYSTATION 2

A = 01

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Truck
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men: Green Rogue
Army Men: RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury
ATV Off-Road Fury 2

B = 02

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
BloodRayne
BloodRoar 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 03

C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Carl Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Collin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 04

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Dead to Rights
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo 3
Gran Turismo Concept
Grand T. Auto: Vice City
Grand Theft Auto 3
Grandia Xtreme
Gravity Games
Green Rogue
Driven
Driver 2
Driving Emotion Type-S
Drumhopper
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 05

Ecco the Dolphin
Eden, Project
Ego Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int. Winter Sports 02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 06

F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA World Cup 2002

Final Fantasy 10

Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freestyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 07

G1 Jockey
Gauntlet: Dark Legacy
Getaway
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand T. Auto: Vice City
Grand Theft Auto 3
Grandia Xtreme
Gravity Games
Green Rogue
GTA 3
GTA: Vice City
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 08

H30 Surfing
Half Life
Harry Potter
Harry Potter C. of Secrets
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Ass.

I = 09

Ice
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
J
J. McGrath's S'cross World
J. Maseley's Mad Trix
J. Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 11

Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetic
King of Fighters 2000
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 12

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Legia: Duel Saga
Legend of Black Kat
Legends of Wrestling 2
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Racers 2
LMA Manager 2002
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 13

Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major League Baseball '02
Major League Baseball '03
Mark of Kri
Marian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2

Medal of Honor Frontl.

Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
Minority Report
MLB Slugfest 2003
Mobile Suit Gun. Z. Front
Mobile Suit Gun. Fv Zeon
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc.
Mortal Kombat: Deadly A
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly
Namco Museum

N = 14

Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NCAA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
Need for Speed H.Purs. 2
NFL 2001
NFL 2002
NFL QB Club 2002
NFL 2001
NFL 2002
NFL 2003
NFL Hitz 2002
Nightfire
No-One Lives Forever

O = 15

Off Road Wide Open
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 16

Pac-Man World 2
Parappa the Rapper 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 17

Quake 3 Revolution
R
R Carmichael's MX 2002
Racer Revenge
Raging Breath
Raichet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Red Card Soccer 2003
Red Faction
Red Faction 2
Res. Evil Gun Survivor 2
Res. Evil: C. Veronica X
Return to C. Wolfenstein
Rez
Ridge Racer 5

Ring of Red
Road Rage
Robot Wars
Rocky
RTS: Army Men
Rumble Racing
Rune: Viking Warlord

S = 19

S Palmer's Snowboarder
Sarge's Heroes 2
Scooby Doo: 100 Frights
Scorpion King
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Shinobi
Shinobi
Silent Hill 2
Silent Scope
Silent Scope 2
Silphheed: Lost Planet
Simpsons' Skateboarding
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Slam Tennis
Sled Storm
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro: Ent. the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Superman 5 of Apokalips
Surfing H30
Swing Away Golf

T = 20

T. Woods PGA Tour 2001
TD Overdrive
Tekken 4
Tekken Tag Tournament
Terminator: Dawn of Fate
The Bouncer
The Fellowship Of Ring
The Getaway
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Thing
The Two Towers
The Weakest Link
Theme Park World
This is Football 2002
This is Football 2003
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Track and Field
Triple Play 2002
Turk: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 21

UEFA Champion League
Ult. FChamp: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)
Vampire Apocalypse
Vampire Night
Vice City, G.T.A.
Victorious Boxers
Virtua Tennis 2
Voyager Elite Force
V-Rally 3
W Games Snowboarding
Wacky Races
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Who Wants 28A Million.2
Wild Arms 3
Wild Wild Racing
Winback
Wipeout Fusion
Wrath of Cortex
WRC: World Rally Champ
WWE Smackdown! SYM
WWE Smackdown! J.B.I.

X = 24

X-Men: Next Dimension
Xtreme G3
Y
Zone of the Enders
Zorro (Shadow Of)
007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
2002 FIFA World Cup
4x4 Evolution
7 Blades
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CONTENTS

EDITORIAL



WELCOME!

After a hectic Christmas and New Year, the PS2 games market has calmed down a

little now, with January proving pretty quiet in terms of new releases. However, that's all about to change as Lara Croft limbers up to make her debut on Sony's next-gen console next month. For the time being though, we've got plenty to keep you occupied. If you got a PlayStation or PlayStation2 game for Christmas, then the odds are we've got a cheat or hint for it somewhere in this issue. We've got part one of our stunning *Sly Raccoon* guide, as well as the concluding chapter of our *Harry Potter* solutions for the PSone and PS2 versions of the game. What's more, we also give you the right club names for *Pro Evolution Soccer 2*, as well as bringing you all those *GTA Vice City* secrets! Enjoy the issue!

10,000 CHEATS

We've got more cheats than any other magazine, and our huge collection starts on page 106

ALL THE CHEATS YOU'LL EVER NEED!
Page 106

SECRETS REVEALED!
Page 24

We show you the secret bits they didn't want you to find!

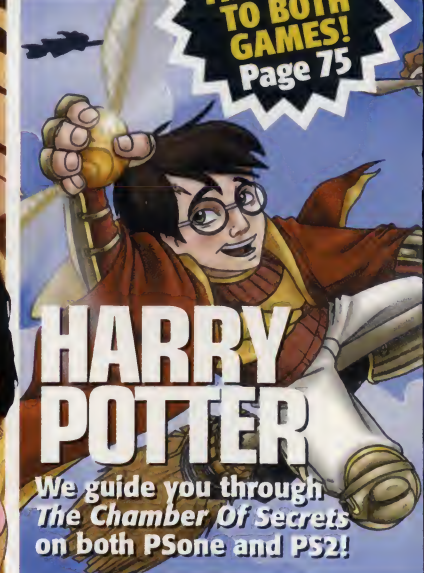
GTA VICE CITY



PART 2 OF THE GUIDE TO BOTH GAMES!
Page 75

HARRY POTTER

We guide you through The Chamber Of Secrets on both PSone and PS2!



"Web-slingers will be thanking their lucky stars after reading the definitive guide to *Spider-Man: The Movie*"

Spider-Man: The Movie page 60



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WE'VE OUT-FOXED IT!
Page 42

SLY RACCOON

Our fantastic guide starts this issue!

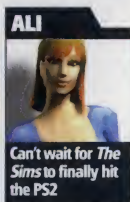


ESSENTIAL

- CHEATS NEWS NETWORK** 006
All the latest cheats tried and tested!
- Q&A** 010
Dr Tippet gets to grips with all your gaming problems.
- HARDCOPY** 014
Tell us what you think about the world of videogames.
- GTA WISEGUYS** 016
Frankie the Finger sorts out all your GTA problems.
- GT WORKSHOP** 018
Get the most out of your GT games with our help.
- FINAL FANTASY FORUM** 020
Chocobo Charlie at your service
- PSXTENSIONS** 096
More essential gaming devices tested to destruction.
- SUBSCRIBE** 099
Make sure that you never miss a copy of your favourite magazine.
- COMPETITIONS** 101
See what you can get your hands on this month in our giveaway!
- ACTION REPLAY CODES** 103
More codes for PlayStation cheats!

THE TEAM

We've been playing our favourite games this month - it's a tough job. Honest.

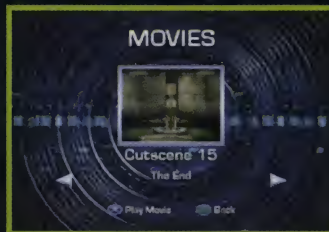


OTHER GAMES IN THIS ISSUE!



MAX PAYNE

Quick hints072
It's out on Platinum, and we've got some handy tips to help you get off to a good start



MINORITY REPORT

Cheats006
Choose from a level skip, infinite ammo, invincibility and more with our cheats!



TONY HAWK'S PRO SKATER 4

Cheat codes ..007



DARK CLOUD

Mission beaten 010



REIGN OF FIRE

Cheats galore! ..007



DAVE MIRRA 2

Challenge beaten011



WRC II EXTREME

Unlockables ..007



QUAKE 3

Level explained011



SIMPSONS SKATEBOARDING

New skaters ..008



TONY HAWK'S PRO SKATER 3

Challenge011



RUN LIKE HELL

Max health ..008



ATV OFFROAD

Unlockable revealed!012



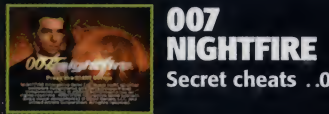
T IMMERSION RACING

Unlock tracks ..008



GRANDIA II

Bosses beaten012



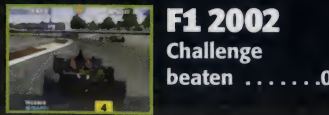
007 NIGHTFIRE

Secret cheats ..006



MAT HOFFMAN'S PRO BMX 2

Secret level! ...012



F1 2002

Challenge beaten010



ACTION REPLAY CODES

Super cheats! ..103

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CNN

► CHEATS NEWS NETWORK

007 Nightfire **PS2**

Become the best spy ever with these awesome cheats. Simply enter a new codename and then access the Secret Options, then input the following codes to unlock some amazing cheats.

SINGLE-PLAYER CODES

FASTER LASER	PHOTON
LEVEL SELECT	PASSPORT
BIGGER CLIP	MAGAZINE
ALL GADGETS	Q LAB
GOLDEN GUN	TARGET

MULTIPLAYER CODES

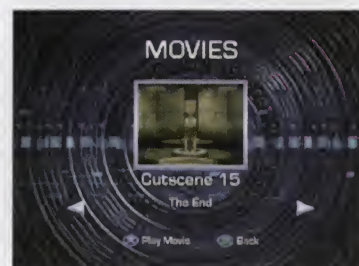
UNLOCK ALL MULTIPLAYER SCENARIOS	GAMEROOM
DESTRUCTION MODE	TNT
ASSASSINATION MODE	SCOPE
UNLOCK DRAKE SUIT	NUMBER 1
EXPLOSIVE SCENERY	BOOM
UNLOCK GOLDENEYE STRIKE	ORBIT
PROTECTION MODE	GUARDIAN
TEAM KING OF THE HILL	TEAMWORK
UPLINK MODE	TRANSMIT
UPDATE TRANQUILIZER	SLEEPY

MULTIPLAYER CHARACTER CODES

UNLOCK EVERYONE	PARTY
ODDJOB	BOWLER
XENIA	JANUS
CHRISTMAS JONES	NUCLEAR
BARON SAMEDI	VOODOO
BOND TUX	BLACKTIE
GOLDFINGER	MIDAS
JAWS	DENTAL
SCARAMANGA	ASSASSIN



TOP TIPS!



Minority Report **PS2**

Need help catching would-be killers? Input these cheats in the Special Menu to unlock everything.

Codes

LEVEL SKIP	QUITER
ALL LEVEL WARP	PASSKEY
INVINCIBILITY	LRGARMS
ALL WEAPONS	STRAPPED
INFINITE AMMO	MRJUAREZ
SUPER DAMAGE	SPINACH
EXTRA HEALTH	BUTTERUP
UNLOCK ALL COMBOS	NINJA
UNLOCK PAIN ARENAS	MAXIMUMHURT
UNLOCK CONCEPT ART	SKETCHPAD
UNLOCK ALL MOVIES	DIRECTOR
ARMOUR	STEELUP
BASEBALL BAT	SLUGGER
RAG DOLL	CLUMSY
SLOMO BUTTON	SLIZOMIZO
BOUNCY MEN	BOUNZMEN
WRECK THE JOINT	CLUTZ
DRAMATIC FINISH	STYLIN
ENDING	WIMP
DO NOT SELECT	DONOTSEL
FREE AIM	FPSSTYLE
CLOWN HERO	SCARYCLOWN
CONVICT HERO	JAILBREAK
GI JOHN HERO	GNRLINFANTRY
LIZARD HERO	HISSSS
NIKKI HERO	BIGLIPS
NARA HERO	WEIGHTGAIN
MOSELEY HERO	HAIRLOSS
ROBOT HERO	MRROBOTO
SUPER JOHN HERO	SUPERJOHN
ZOMBIE HERO	IAMSODEAD



The UK's best unofficial magazine dedicated to PlayStation2
Price: £3.50
This issue is full of stunning features exposing the top up-and-coming games like *Splinter Cell*, as well as a detailed look forward to the titles we can expect to blaze their way onto the PS2 in 2003. *Mortal Kombat* gets the full preview treatment, whilst *The Getaway* comes under the critical eye of our team of expert reviewers. Elsewhere, we also find time to look at *Defender*, as well as bringing you all the latest PS2 news!

OUT NOW!



The UK's best unofficial PSone and PS2 magazine
Price: £3.99
Play lands more killer blows this month with an ultra-exclusive *Tenchu 3* playtest, reviews of *Shinobi* and Midway's *Mortal Kombat* and a first look at Enter The Matrix. NINJA! The best Playstation magazine on the market continues to go from strength to strength, bringing you the latest news first - to say nothing of the the best reviews of the biggest games. You should never buy a game without reading what we think about it first!

SEND IN YOUR CHEATS

The best readers' tips printed each month in CNN earn their senders a Blaze Scorpion II lightgun, so do keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work - and that we haven't already got them in our Databurst section!

If there's a new cheat, code or secret, we'll have it crammed into our hot-off-the-press news section. And remember, best readers' cheats each month win their senders a Blaze Scorpion II lightgun!



ALL THE VERY LATEST PLAYSTATION CHEATS AND CODES

Tony Hawk's Pro Skater 4

PS2

Codes

MATRIX CHEAT	NOSPOON
MOON GRAVITY	SUPERFLY
PERFECT RAIL GRINDS	SSBSTS
PERFECT MANUALS	MULLENPOWER
MAX SPECIAL METER	DOASUPER
UNLOCK DAISY	(O)(O)

Some more tricky codes have been made available, so here are all the codes we have for this top game.



Reign Of Fire

PS2

Codes

LEVELS UNLOCKED

↑, ←, ○, ○, ←, ←, ○, ↓, ↑, ○ (Main Menu)

INVULNERABILITY

⊗, △, →, ←, ○, ↑, ↓, ↓, →, ○, ○ (In-Game)

WIN LEVEL

○, △, ←, ↓, →, △, →, ↑, ⊗ (In-Game)

BURN EVERYTHING

○, △, ←, ↓, ○, ○ (In-Game)



EXTRA DAMAGE

⊗ △ → ↑ → △ ○ → (In-Game)

GOAT MODE

△ → ← ← △ △ → ↑ (In-Game)



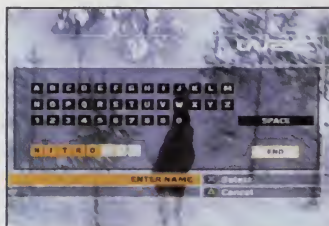
WRC II Extreme

PS2

To get more from this realistic rally racer, enter these cheats in the secrets option, which can be found in the Archives. Get ready... Go!

Codes

BOUNCY SUSPENSION	KANGAROO
HIGH PITCHED CO DRIVER	HELIUM
OVERHEAD CAMERA	SATLITE
POWER BOOST	NITRO
REDUCE GRAVITY	LUNAR
SWAP LEFT/RIGHT	FLIPEFT
FRONT WHEEL DRIVE	NOREAR
REAR WHEEL DRIVE	PUSHME
UFO	UFOPTER
DISCO LIGHTS	DISCO
MOTION BLUR	MOBLUR
REFLECTIVE CAR	CHROME
SWAYING OBJECTS	SWAY
UNLOCK EVERYTHING	EVOS



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CNN

CHEATS NEWS NETWORK

Total Immersion Racing PS2

To get more from this driving experience, start a new championship and then enter these codes as your name. If entered correctly the name entry screen will reset and you can then enter another code or your name.

Codes

UNLOCK ALL TRACKS	ROAD SWEEP
UNLOCK ALL CARS	LOADED
UNLOCK CART CAR	DOWNFORCE
LOW GRAVITY	FEATHER
SLOW MOTION	POKE
DISABLE CPU DRIVERS	WALK IT
DISABLE HUD	NO DOGS



GAME CHARTS

PLAYSTATION2

1. GTA VICE CITY
2. 007: NIGHTFIRE
3. LOTR: FELLOWSHIP
4. HARRY POTTER: COS
5. SPYRO ENTER THE DRAGONFLY
6. MOH: FRONTLINE
7. GTA3
8. HITMAN 2
9. TONY HAWK'S 4
10. WWE 4

PLAYSTATION

1. HARRY POTTER: COS
2. DANCING STAGE PARTY ED
3. DIGIMON WORLD 2003
4. WWTBAM 2
5. FIFA 2003
6. PRO EVOLUTION SOCCER 2
7. SPIDERMAN PLATINUM
8. WWTBAM JUNIOR
9. DAVID BECKHAM SOCCER
10. 20 GAME PACK

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Simpsons Skateboarding PS2

Try these top codes to a little more spice to Springfield's answer to THPS. Hold down **L3** + **L2** + **R1** + **R2** on the character select screen, then input the following codes to unlock the cheats.

Codes

ALL SKATERS

○, △, ×, □

ALL BOARDS

×, △, ○, □

LEVEL SELECT

△, ×, ○, □

ALT COSTUME HOMER

△, ○, ×, □

BIG HEAD HOMER

○, ×, △, □

ALT COSTUME BART

○, ×, □, △

BIG HEAD BART

×, □, ○, △

ALT COSTUME LISA

○, △, ○, ×

BIG HEAD LISA

□, △, ×, ○

ALT COSTUME MARGE

×, □, △, ○

ALT COSTUME NELSON

△, □, ×, ○



BIG HEAD NELSON

△, □, ○, ×

ALT COSTUME OTTO

○, ×, ○, △

ALT COSTUME FRINK

×, ○, △, □

BIG HEAD FRINK

○, ×, △, ○

ALT COSTUME KRUSTY

○, △, □, ×

ALT COSTUME WIGGUM

△, ○, □, ×

BIG HEAD WIGGUM

×, ○, □, △

Run Like Hell PS2

Here are some special codes to help you get the hell outta here. To enter the codes simply enter the inventory screen and press **L1** + **L2** + **L3** + **R1** + **R2** + **R3**, then input the following codes to activate the cheats.

Codes

MAX NICK CONNER'S HEALTH

↑, ↓, ↑, ↓, ←, →, ←, →, ○, □

MAX NICK CONNER'S ARMOR

○, ○, ×, △, ○, □, △, ×, L3, R3

MAX RIFLE DAMAGE

L3(3), ○, △, ○, ×, R3(3)

MAX PULSE RIFLE DAMAGE

←, →, ○, ↓, ←, ×, ↓, ↑, ×, △

MAX SHOTGUN DAMAGE

×(4), L3, R3, ↑, ↓, ←, →

MAX REPEATER RIFLE DAMAGE

←, △, →, ×, ↑, ○, ↓, ○, R3, L3

MAX ASSAULT RIFLE DAMAGE

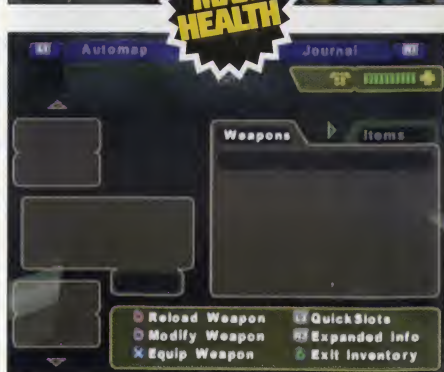
←, ○, →, ○, ↓, △, ↑, ×, L3, R3

MAX BOLT-THROWER DAMAGE

×, □, △, ○, ×, ○, △, ○, ×, ↑

BREAKING BENJAMIN VIDEO

←(3), ○(2), ×, L1(2), R1, ↑



VIEW CREDITS

×, □, △, ○, →, ↑, ←, ↑, ×, ↑

IT'S ALL ABOUT GETTING YOU OFF A SKATE RAMP

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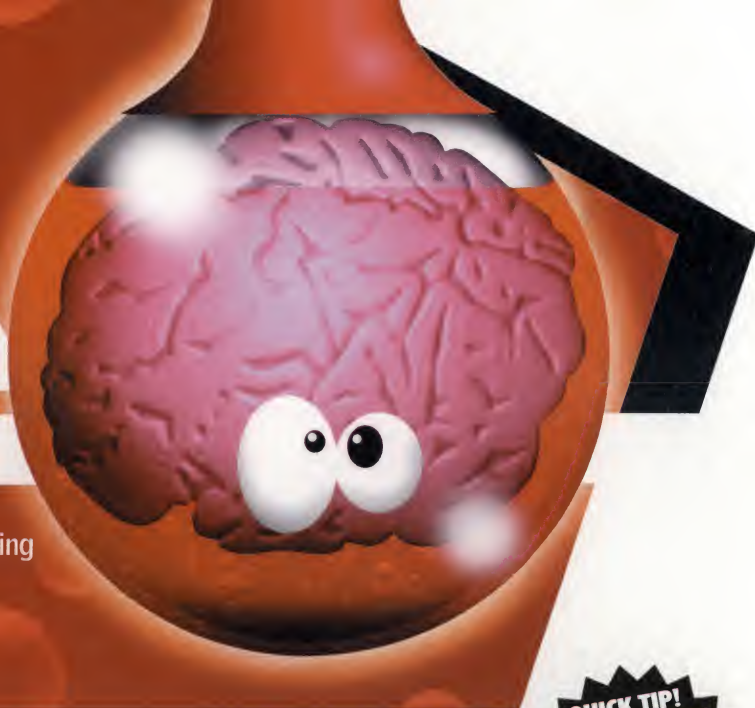


Kneepads and a helmet wouldn't be much use to you now. But at least you've got a laser pistol to protect yourself against evil John Silver. And remember: in your living room, they can hear you scream.

100% PlayStation 0% fair PowerStation Q&A

» WITH YOUR HOST, DR TIPPET

Got a problem on a PlayStation or PS2 game? Well, our resident professor of gamesology, Dr Tippet, is here to help. Send your gaming questions to: Q&A, POWERSTATION, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Alternatively, visit the forum at www.totalgames.net and ask your questions, or email powerstn@paragon.co.uk



Web-slinging PS2 Woes

How do I defeat the Green Goblin at the end of *Spider-Man: The Movie*? It's driving me mad! I gave up on it originally, but I've come back to it recently and I desperately want to finish it – it's become a personal duel, me against my PS2. Please can you help?

Simon Quinn, Sunderland

■ Start by swinging straight in front and pick up Mary Jane from the platform, using the punch button. Turn around and jump off the bridge now, heading towards the target near the police barricade. Drop her off by pressing punch again, then get ready to fight. Swing-kick the Green Goblin and dive at him by jumping nearby, then pressing either punch or kick. His blue power bar will deplete rapidly this time around and he'll be forced to land. When he does, avoid being dragged into hand-to-hand combat, as this is where he's strongest. Be sure to watch out for his glider as well – it will ram and shoot you of its own accord. Once the Goblin's grounded, attack from a distance, either by throwing cars or firing impact webbing. This shouldn't be too hard, as his grenades are fairly easy to avoid from this far away. Alternatively, you could stay in the air and launch kicks at him as you swing by. The boss will

jump back onto his glider every so often and you'll have to knock him to the ground again. If you get low on health, there are several red spiders dotted around the bridge, including one near where you rescued Mary Jane and another on a similar platform, on the other side of the level. Just keep plugging away and you should be able to defeat the Green Goblin – you've fought him often enough before, after all. Now that you've finished the game, do as Spidey says – go outside and play!

Sunday Driver PS2

I've got *F1 2002*, but I'm struggling with the basic Minardi challenge. I really want to get all the cards, so can you help me at all?

Alan Bushell, Redditch

■ A little bit of a tip here – you can cut a big chunk off the first corner. Go too far and you will be disqualified so you will have to experiment a little to get to grips with just how far you can get off the track, but by using that short cut, you should be up to second or third going onto the next turn, the right-hander. Get inside the lead car(s) on the corner to take the lead. You'll need to take a hairpin left, braking into it and then accelerating away, and the remaining corners are gentle right-handers that shouldn't be causing you any problems.



QUICK TIP!
USE A STAMINA
POTION TO
MAKE
DEFEATING THE
ICE QUEEN AS
EASY AS
PIE!

Dark Cloud On The Horizon PS2

How on earth am I supposed to defeat the Ice Queen on *Dark Cloud*? Do you have any helpful hints for me, or am I destined to be stuck on this game forever?

Jason Coates, Durham

■ The Ice Queen is a really tough boss as she is shielded and fires freeze rays, which stop your characters dead in their tracks. Having strong fire-based weapons will aid you in this fight, but it still won't be an easy task. Start with Xiao and use a Stamina Potion to help power-up her attacks, then fire two blasts of her best weapon to damage La Saia's shield. As soon as the shield is down, switch characters to Ruby and hit the Ice Queen with the fire magic from her Gold Ring. After just one blast, La Saia will activate her shield again and you'll need to hit her with a normal-based attack again to lower the power. You'll need plenty of Stamina Drinks, Mighty Healing and, of course, Revival Powder to ensure that you can always revive Ruby to strike at the Ice Queen. This battle will take quite some time and use an awful lot of items. After it, Rondo will appear and tell the Queen that he is still in love with her and the curse will be broken. He'll then hand over the Moon Orb and you can return to Queens.



I Like To Ride My Bicycle PS2

I'm on Level 8, the Airport Garage, on Dave Mirra 2, attempting the Pro challenges – but for the life of me I cannot do a 16 trick combo. How on earth do you do it – I don't seem to have the co-ordination required to pull it off!

Robert Jones, Ipswich

■ The easiest way is to get onto the road that circles the garage and do a combo of nose wheelies and manuals. The are a few words of warning though; firstly, mind out for traffic. It's best to wait for the lull in the traffic and then go with the flow of it, not against. The other point is to watch out around corners: use the time you have whilst in the manual/wheelie to turn left or right.



A World Of Pain

I'm stuck on Arenas Of Pain on tier 4 in Quake III. Is there any help you can give me before I finally go mad? I'm sure this version is harder than it is on my mate's PC!

Lee Gornall, Bournemouth

■ This arena is split into three sections. In area one you face a duo of easy opponents in a very small cramped arena. Use the shotgun or plasma gun to destroy them quickly and prepare yourself for the next arena. The second arena is a little larger with a Mega Health hidden inside one of the corridors. Make sure you grab this handy power-up and then protect it from Patriot as he wanders around the level. The third section sees you facing the Vadrigar Arena Master for the first time. This opponent has a lot of health (250)



■ A little help from Dr Tippet, and all your enemies will end up fragged to pieces!

and very good accuracy. To beat him you'll need to collect lots of health, ammo and armour before trying to engage him. Keep moving around the outer section of the arena and keep your distance from him at all times. Weapons like the chain gun and plasma gun work well against him if you have auto-aim turned on. Wait until you have maximum health and then charge the central platform to take this guy out. It is not easy, but keep on the move, using a jump and strafe and deliver the final blow. If you are lucky enough to collect the Quad Damage on the previous level, you can charge the central platform immediately to destroy this annoying beast.

LA Confidential PS1

I've got Tony Hawk's 3 for the PSone, and I was wondering if you knew how to find the secret tape on Los Angeles (level 2)

Rebecca Kelly, Northwood

■ Turn around at the start of the level and build up some speed using the ramp behind you. From here, travel up the wire slightly to your left and up onto the building in front of you. Go straight on up here and jump onto a metal rail protruding from the bridge. Grind this and jump straight again from the wooden ramp, onto another building. Now jump from this roof and land grinding on the edge of the next building, which is a pinkish colour. Carry on the grind around the corner and over the wire to find the tape.



game, but perhaps these nuggets of information will be of some assistance to you... Watch out for power-ups appearing in the centre and corners of the ring. Try to grab these as fast as possible in order to stop your opponent from powering up or healing himself. When the letters TAUNT are fully lit up, press R1 to power up and become invincible for a short while. Use this time to damage your opponent as much as you possibly can.

Finally, watch your power bar above your life meter and use your special attacks whenever you are able. These will really hurt your opponent.

Some good news, though, is that once you've finally beaten Flanders you will unlock him and can play with him as your character. The bad news is that you need to pin him twice in order to win!

Floored By Flanders PS1

I know it's an old game, but do you have any tips for The Simpsons Wrestling by any chance? I'm struggling – and how the hell do you beat Flanders?

James Castle, Liverpool

■ There isn't really a great deal of help that I can give you for this

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24hr Customer Service: (Freephone) 0800 081 6000

PlayStation, GameCube, FFXI, Dreamcast, PC, Game Boy Advance, XBOX, Game Boy Color

Game Boy Advance, Game Boy Color



If you're still stuck on a game, then why not get the complete guide by ordering the relevant **PowerStation** back issue or **PlayStation SSS** tips book? Here's where you'll find guides to the most popular and problematic Q&A games (call 01454 642442 to check availability and to order)...

007 Nightfire	#83
Aggressive Inline	#78
Alone In The Dark: New Nightmare	#63
C&C: Retaliation	SSS Vol 6
Colin McRae 3	#82
Commandos 2: Men Of Courage	#79
Crash Bandicoot 3	SSS Vol 6
Delta Force Urban Warfare	#78
Deus Ex	#77
Devil May Cry	#70 and #81
FIFA 2003	#82
Final Fantasy X	#76 and #77
Grand Theft Auto: Vice City	#82 and #83
Gran Turismo 2	#45 (& #46); or SSS Vol 8
Gran Turismo Concept 2002	#77
Harry Potter And The Chamber Of Secrets	#83
HeadHunter	#73
Herdy Gerdy	#73
Hitman 2	#80
Lord Of The Rings: The Two Towers	#81
Mat Hoffman's Pro BMX 2	#79
Medal Of Honor	SSS Vol 8
Medal Of Honor: Frontline	#76
MediEvil	SSS Vol 6; or Platinum SSS Vol 1
Metal Gear Solid	SSS Vol 6
MGS: Special Missions	SSS Vol 8
Metal Gear Solid 2	#72 & #73
No-One Lives Forever	#77
Onimusha 2	#80
Parasite Eve 2	#53; or SSS Vol 9
Populous: The Beginning	SSS Vol 6
Prisoner Of War	#77
Pro Evolution Soccer	#78
Pro Evolution Soccer 2	#81
Project Zero	#79 & #80
Red Faction 2	#82
Ratchet & Clank	#81
Resident Evil 2	Platinum SSS Vol 1
Resident Evil 3 Nemesis	SSS Vol 8
Silent Hill	SSS Vol 7
Smash Court Tennis	#76
Soldier Of Fortune: Gold Edition	#76
Soul Blade	Platinum SSS Vol 1
Spider-Man: The Movie	#76
Spyro The Dragon	SSS Vol 6
Spyro 2	SSS Vol 8
State Of Emergency	#73
Stuntman	#79
Syphon Filter	SSS Vol 7
Syphon Filter 2	SSS Vol 9
Tekken 4	#80
Tenchu: Stealth Assassins	SSS Vol 6
The Getaway	#83
The Thing	#80
TimeSplitters 2	#81
TOCA Race Driver	#79
Tomorrow Never Dies	SSS Vol 8
Tony Hawk's Pro Skater 3 (PS2)	#81
Tony Hawk's Pro Skater 3 (PSone)	#72 & 73
Tony Hawk's Pro Skater 4	#82
Turok Evolution	#79
Wild Arms	SSS Vol 6
WWE Smackdown: Shut Your Mouth	#82

Q&A ONLINE

► ONLINE HELP FOR OUR READERS

Are you stuck on a game? Feel like there's no one left to turn to? About to give up altogether? Well, worry no more! Simply visit www.totalgames.net/forum and select the **PowerStation** forum. Post your problem in there and a member of the **PowerStation** team will be only too happy to help!



Let's Offroad! **PS2**

How do I unlock the savage 1000 ATV on *ATV Offroad*? I can't get it whatever I try!

Mike Burley

■ One of my shortest answers of all time coming up. You need to complete the Pro career – simple as that!

BMX Beauty **PS2**

My mate says that on *Mat Hoffman Pro BMX 2*, there is a doom-like level at the end – I've completed the game but there's no such thing. Is he lying?

Ian Cranville, Dudley

■ No, your friend is telling the truth. You obviously haven't completed the entire game, because once you have completed every challenge on every level, you will unlock a battle with Tiki.

A Grandia Day Out **PS2**

How on earth am I supposed to beat all the bosses at the end of *Grandia II*? I can sometimes beat the first one, but then I get killed! Help me!

Ben Wilson, via email

■ The trick is to go back to the save point after each fight and heal yourself as you save your game. As for the bosses themselves – here's how we recommend getting past them.

BOSS FIGHT: VALMAR'S TONGUE

Use your most powerful special attacks and he should die within a few rounds of combat. He has two moves you'll want to watch out for, though – *Eat 'Em Alive*, which does major damage to and confuses one of your characters, and *Gluttony*, which will hurt your entire group.

BOSS FIGHT: VALMAR'S EYE

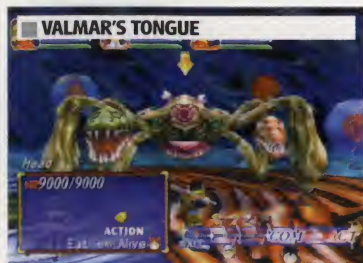
Watch out for the *Eyeball Bats' Delta Burst* attack, as it contains a cancel effect and can be very annoying when you're trying to pull off a special move. Use your most powerful specials, as before, until the boss dies. *Valmar's Eye* will be slightly harder to beat than the *Tongue*, as all its parts have roughly the same amount of health and so will survive right up until the end of the fight.

BOSS FIGHT: VALMAR'S HEART

As with the fights so far in the sequence, let loose with your most powerful special attacks, straight away. Once the *Eyes* die, use *Millenia's Spellbinding Eye* to stop the *Heart* itself from attacking you. Once that's done, it's simply a case of pummeling the boss until it stops moving.

BOSS FIGHT: ZERA VALMAR

This boss is easier to deal with, in some respects, than the others you've faced so far. It only has one part to it, whilst the others all had at least three to deal with. Use *Cold* to drop Zera's action speed, then cast *Speedy* to increase your own. You may also want to cast *WOW!* a couple of times to increase your attack power, before unleashing your special attacks. Make sure you don't use too many area attacks on the boss, as they'll only be a waste of MP and SP. Watch out for Zera's *BA-BOOM!* spell, as this will cause major damage to your entire party. Fortunately though, it's not as powerful as the one cast by the Devils in the *Raul Hills Special Stage*. Just keep throwing powerful attacks his way and Zera will die eventually – a little disappointing really, when you consider that he's the game's final boss.



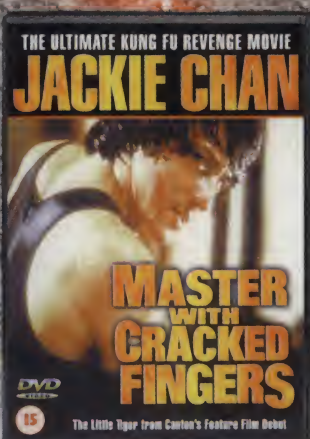
100% PlayStation 0% fair
PowerStation

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HARDCOPY

► SPONSORED BY **JOYTECH** PRODUCERS OF TOP PLAYSTATION PERIPHERALS

Welcome to your section of the magazine, where you can have your say on whatever you fancy. You can write in to Hardcopy via the usual address, or email powerstn@paragon.co.uk. Alternatively, head over to the forums at www.totalgames.net to meet some like-minded individuals and talk with other games fans!

WIN!
JOYTECH
GOODIES!

The star letter of the month, as judged by us, will win its sender a bumper bundle of five great peripherals from Joytech. You can choose between a PSone or PS2 bundle (see below), so remember to state which you'd like when you write in.

PlayStation2

Analogue Controller Plus 2, 16Mb Memory Station, Multiplayer Adapter, USB Mouse and Data Link Cable.

PSone

Mini Analogue Controller, 1Mb Memory Card, 'One' Bag, Sharp Shooter Pro, Multi-Tap.

Check out the full range of Joytech products by visiting www.joytech.net.

Mapping Magicians

Dear POWERSTATION,

I'm just writing to thank you for your excellent *Tony Hawk's 4* guide in issue 81. The maps are a brilliant idea and helped me find the things I was looking for with ease. It wasn't actually the first magazine I tried – I originally bought one of your rival magazines because it came with a free *Tony Hawk's 4* book, but there were no maps inside and the guide itself was rubbish. It only dealt with the basic challenges and didn't even cover all the levels. Your guide was superior because it covered all the

elements of the game and came with full-colour maps. From now on, I'm sticking with POWERSTATION!

Andrew Desbrough, Putney

■ *Thanks for your kind words, Andrew, we're glad you found our guide to be useful. Unlike some of our rivals, we're only too happy to spend hours and hours mapping games for our readers – it is complicated and time-consuming but the end result is well worth it. We also try to cover all the elements of the game where possible, hence covering the pro challenges and pro-specific challenges in Tony Hawk's 4, not just the basic ones from the early levels. Remember, if it is the biggest and best guides you are after, then POWERSTATION*

is the only magazine you need – that's why we're the biggest selling tips magazine in the country!

Console War Continues

Dear POWERSTATION,

Do you agree with my friends and I that the PS2 rules and that the GameCube and Xbox are rubbish in comparison? We love PS2, long may it rule! Anyone who buys an Xbox is sad!

Simon Lobb, Poole

■ *Well, we do think that the PS2 is the best console of the three, mainly thanks to the catalogue*

All Things Are Not Sequel

Dear POWERSTATION,

I was looking through issue 82 of POWERSTATION (your best yet in my opinion!) when I was suddenly struck by something bizarre. *GTA: Vice City*, *Tony Hawk's 4*, *Red Faction 2*, *Colin McRae 3* and *Smackdown 4* – spot the original game! They are all sequels, and when you think about the games people are waiting for in the new year, like *Tomb Raider: Angel Of Darkness*, *Metal Gear Solid 2: Substance*, *Soul Calibur 2*, *Devil May Cry 2*, *Driver 3*, *Gran Turismo 4*, *TimeSplitters 3*, *Final Fantasy X-2*; the list goes on and on! Now, don't get me wrong – I like certain types of game as much as the next man and I'll be first in the queue to buy some of those games – *GT4* is one I'm eagerly anticipating – but isn't the game industry in danger of just repeating itself ad infinitum? Surely someone somewhere must have an original game planned sooner or later? And most 'original' games are just variations on the same theme anyway. What do you think?

Jim Thompson, Aberdeen

■ *We know exactly what you mean, Jim – great games will always get sequels but the situation is becoming rather ridiculous now. The problem is that tried and tested formulae will make money, and most companies are happier to go with what they*

know than to take a gamble on an original idea that might not pay off in the long run. Of course, if sequels were that unpopular then no-one would buy them and therefore companies would stop making them, but the fact that they are often to be found at the top of the charts means that we can keep expecting to see more and more arriving.

STAR LETTER
Jim Thompson





of superb games available for it, but the GameCube and the Xbox have their own merits. The Xbox has some great games in the pipeline and has the power to really do them justice, and the GameCube will sell well too, despite not really having the number of top games it needs to challenge the PS2. However, if other people prefer different machines then leave them to it – what business is it of ours to criticise? Enjoy your machine, and if it happens to be a PS2, then at least you know you can always turn to POWERSTATION for help when you get stuck!

Championship Manager

Dear POWERSTATION,

Will there ever be a version of Championship Manager for the PS2? I have it on the PC, but we only have a small computer and it doesn't run too well. LMA Manager is all right, but I really want to play the king of management games on my PS2. Now that the game is out on Xbox, are there any plans for a PS2 version?
Gordon Wilkinson, Peterborough

■ Sadly, there are no plans at present to release a championship manager game on the PS2, but Eidos and Sports Interactive assure us that they are monitoring the situation and if they think that a console can handle the immense amount of number-crunching that CM requires, they will try to get the game to work on it. Because the PS2 doesn't have a hard drive, it isn't really feasible for Championship Manager to run – so much information is needed and you'd spend hours waiting for it to access the disc all the time. Perhaps there'll be a version made available for the PS3...



Play Nicely, Children

Dear POWERSTATION,

What on earth are games developers playing at these days? Vice City, The Getaway, BMX XXX – all are games that feature nudity, bad language and general bad behaviour. As a Christian who enjoys playing games, I find it upsetting that this kind of material is made available to the nation's children, and I must say that I wish these companies would stop making games based around such dubious storylines.

Christine Fawcett, Kingston-Upon-Thames

■ What you have to bear in mind is that the PS2 is not just a machine for children. More adults than ever before are playing games and it is inevitable that there will be a demand for 'adult' games as a result. However, such games are regulated by ELSPA and the BBFC so that they carry age certificates, so shops should not sell them to young children. If grown adults want to play a game that features swearing, or a lady jiggling about on a bike, then it is unfair to stop them – as long as children are not allowed to buy the games then we really can't see the problem, to be honest.



100% PlayStation 0% fair PowerStation FROM THE FORUM

Got something to say? Head over to www.totalgames.net/forum and select the POWERSTATION forum to debate the hot topics of the day with other readers!



AUTHOR

TOPIC: DEFINING VC MOMENTS

Yorksrover

■ Posted 18 Nov 2002 03:44 PM

What are everybody's defining moments in VC?

My favourites include finding the Apache chopper, Stealing the Apache chopper (after many frustrating attempts), stealing the VCPD chopper (for the sheer irony), robbing my first store, the spotlight mission at the film studios, taking to the air for the first time in a toy bi-plane, robbing a bank in overalls and a hockey mask!! Plus thousands of others. But enough about mine, what are all yours???

Dark Uboot

■ Posted 18 Nov 2002 04:15 PM

Definitely the Spotlight Mission. I replay it virtually every time I stick VC on. But I miss the old 'Awww' and 'Busted' sounds from the old GTA....

Big Boss

■ Posted 19 Nov 2002 08:33 PM

My favourite mission was and is 'The Job' and the funniest mission 'Boomshine Saigon'.

Metalgearrex

■ Posted 19 Nov 2002 10:47 PM

I like the 'Boomshine Saigon' mission as well but my fave is doing the 'Vigilante' mission in the hunter, pure class every time

Hal Emmerich

■ Posted 05 Dec 2002 09:47 AM

Stealing the VCPD helicopter was great, but can someone explain where its guns are?

Frankie the finger

■ Posted 12 Dec 2002 04:46 PM

I like ta hack people up with tha frickin' chain saw.

RDYSN5

■ Posted 17 Dec 2002 09:13 PM

My favourite mission was 'Four Iron' and also 'Keep your friends close...'. I love the Tank, I find the apache copper too hard to fly lol, and its dead weak, takes a bit of damage before going on fire.

Mike@PowerStation

■ Posted 03 Jan 2003 12:44 PM

For me, the best moment of the game was finally stealing the hunter - i'd been after the darned thing for hours but couldn't get past the guards. Needless to say, I took some revenge!

GTA WISEGUYS

Happy frickin' New Year ya morons! I hope Santa brought ya what ya asked for. Micky 'The Fist' asked for a not guilty verdict at his trial. Instead he got a two-year stretch in the slammer. Well, he did beat the crap out of a buncha cops, why d'ya think they call him 'The Fist'?

FRANKIE SAYS

"THAT'S GOTTA BE SOME COCKROACH."

Dear Frankie,
I'm stuck trying to steal the Hunter on Vice City. I always get killed, how can I get it?
Danny Groom,
Liverpool

FRANKIE SAYS: What ya need to do is put on the Cop Uniform that is available from the Police Station in Washington Beach after ya done the 'Cop Land' mission.

Dear Frankie,
How do you get the Cuban outfit after the 'Two Bit Hit' mission? It is behind an invisible wall at Havana Streetwear.
Dr Nitros,
Via email

FRANKIE SAYS: It looks like some moron left a bug in the game that means ya can't get this outfit. If I find out how to fix it, I'll tell ya. Ain't I nice?

Dear Frankie,
Two questions. Number one, are there any Securicars and if so,



Put on the cop uniform and walk straight into the Airforce Base without being hassled

where in GTA? Number two, in Vice City on the 'Guardian Angels' mission is Diaz's car indestructible because I kept shooting it and it didn't blow up?
Alex Birch,
Via email

FRANKIE SAYS: There are Securicars in both GTA games but their ain't no special place to find 'em. You do know ya ain't supposed to shoot Diaz's car? But you're right it is indestructible, 'an ya can steal it if ya don't mind failing the mission.

Dear Frankie 'The Finger',
I am just writing to ask you how to do the 'Keep Your Friends Close...' mission as I have bought the Malibu and the Print Works but one thing still bothers me, there are not enough missions! This game is just too simple as I am on the last mission and I have only had the game a week! Also I would like to know if Rockstar will make GTA San Andreas because that city was on the original game and I just



Get the outfit inside this shop

FRANKIE SORTS IT!

Send your questions or cheats to:

GTA Wiseguys,
POWERSTATION,
Paragon House,
St Peter's Road,
Bournemouth,
BH1 2JS

Or email
thefinger@
paragon
.co.uk



Lob those grenades at Lance

wondered if they would make a 3D version of it.

Nath, Swindon

FRANKIE SAYS:

The last mission is tough but Frankie had no problems. Stand at the top of the stairs and use the Python to shoot anyone that tries to come up them. When Lance appears chase and shoot him until ya get to the roof. Run to the left and grab the Adrenalin then go up to the helipad. Throw grenades down at Lance until he's dead then go back down the stairs to the office. Ta kill Sonny leave the office an' go round to the left. Take out a Rocket Launcher and fire a coupla rockets down at him to finish him off. You say there ain't enough missions but have ya done all the hidden stuff like Rampages, Arena Races an' RC Races? I bet ya ain't.



Face it - the Dodo's crap



Fly the friendly skies

I ain't got a clue if there'll be a game in San Andreas, I don't work for Rockstar, bozo, so why don't ya ask someone who does?

Dear Frankie,

I have purchased GTA: Vice City and I have managed to complete it. On the roof of the Vercetti Estate is a helicopter, which I have flown but I can't find a seaplane or an army helicopter. Also, my cousin is stuck on the mission The Malibu called 'No Escape', he keeps dying.

Anon

FRANKIE SAYS:

The Seaplane can be found behind the Film Studio after ya finish the 'Dildo Dodo' mission. Once ya collect all the packages the Hunter will be unlocked at the Airforce base. The trick to completing 'No Escape' is to get to the nearest Pay 'N' Spray quickly after ya break out Cam.

BALLS

Go to the swimming pool of the house of on the corner opposite the entrance to the mansion to find a beach ball. Walk into it an' it'll start to bounce. Watch the shadow on the ground an' stand under the ball so it bounces on ya head. A number will appear to tell ya how many times ya done it. Ya don't get nothin' for doin' it, but it's fun... for about a minute.



What a load of balls



Dear Frankie,

Please could you tell me how to fly the Dodo car, it's driving me insane! Why are you so rude to your readers? What have they done to you? You're just a smart mouthed critic!

William Jones, Abergavenny

FRANKIE SAYS:

And you are just a stupid dumbass.

Dear Frankie,

I'm stuck on the mission for Mr Love called 'Decoy'. The cops finish me before I can say, "Die you suckas!" help me please! Damn Donald Love for making me do a suicide mission.

Lilly Teggin, Via email

FRANKIE SAYS:

This ain't a suicide mission if ya know how to do it. All ya gotta do is drive as fast

as ya can an' keep going for three minutes. Just try to avoid any contact with the tanks that the army will bring out.

Dear Frankie 'da Finga',

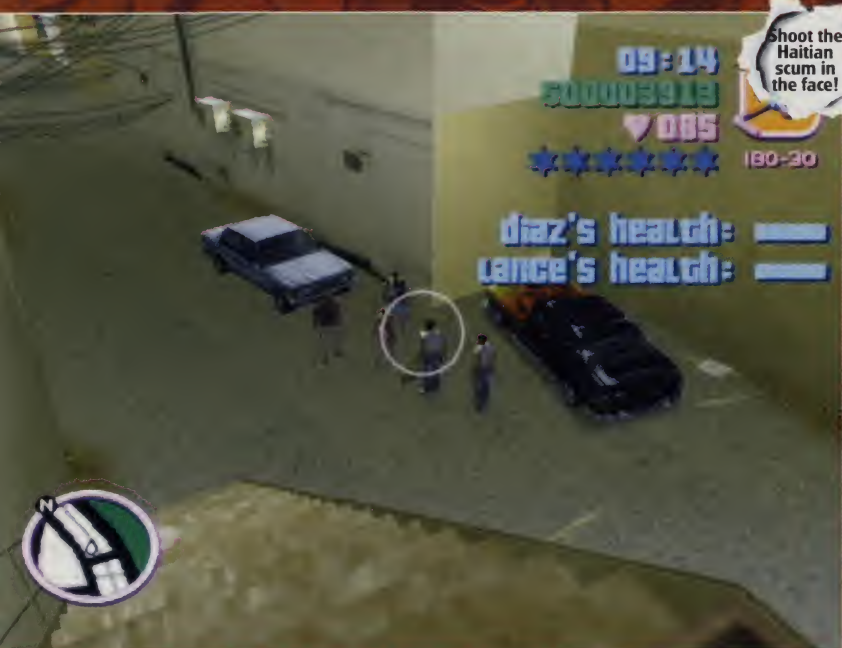
I've got a problem with robbing stores in Vice City. I can't find the Deli, on the map with the game it's next to the Cherry Popper and in the official guide it says it's one street north of Ryton Aid. Know where it is?

Clem, Via email

FRANKIE SAYS:

This is what happens when ya don't rely on

POWERSTATION for ya guides. Unsurprisingly the 'Official' guide is wrong. The so-called Deli north a Ryton Aid don't exist and what ya wanna rob instead is the Café Robina in Little Havana that belongs to Umberto.



Shoot the Haitian scum in the face!



Get away from the cops as quickly as possible otherwise the Securicar won't make it



After you've robbed the poor bastard, put him out of your misery - permanently



GT WORKSHOP

Big end gone? Can't get a licence? After a luvly new motor? You've come to the right place, guv. Top mechanics Phil & Gwant are 'ere to fix your problems on all the *Gran Turismo* games.

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▶▶ GT QUESTIONS

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the bookies.)

▶▶ PUNTERS' TIPS

This is the bit where you lot can send in your top tips (and pictures of your trouble and strife, if you want) to the usual address. Unfortunately Dodgy Dave sold all the ones we had dahn the market. Get yer finkin' caps on and send us some more sharpish.



▶▶ GT 4

Gran Turismo 4 On The Way!

■ The developer of GT4 has finally released some new tidbits about the next sequel planned for a late 2003 release ('bout bleedin' time!) All the major manufacturers are back and have agreed to have their motors wrecked in the game. Damage and deformation are the order of the day in GT4, as well as online play. Sony will be launching its worldwide broadband gaming network this year so you can expect all sorta



options from online racin' to shops to buy and download cars. We'll tell ya more when we hear it.

■ Race cars ain't for the faint-hearted



▶▶ GT CONCEPT

Back In Time

...from Harry Trotter, London

I recently bought *GT Concept* but I'm stuck on a couple of the races. Is there any advice you could give me?

■ Since ya don't tell us what races you're stuck on how are we supposed to help, ES bleedin' P? Anyway, the best thing ya can do is buy the back issue of #77 for the bargain price of £4.99. Can't say fairer than that.

▶▶ GT 3

Late Starter

...from John Thomas, Dorchester

I'm sure you've answered this question loads of times, but can you tell me which car I should buy first in *GT3*? There seems to be loads of choice but most of them look a bit crap.

■ The Mazda MX-5 will make the most a yer reddies. It may be a bit more pricey than some a the others but it'll do ya proud.



■ If its value for money you're after, then the Mazda MX5 is ideal - fast, yet affordable

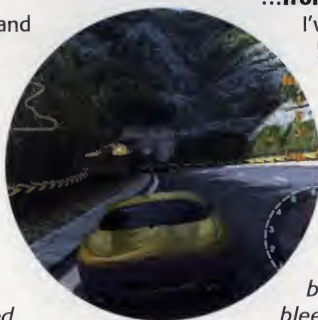
▶▶ GT 3

Girly Show

...from Sarah Connors, Leeds

Hi there, I recently bought *GT3* and love it, but I'm really rubbish at it. I'm sick of coming last and would really grateful if you could give me some pointers.

■ Here's a bleedin' pointer for ya, slop playin' it! You're a bird an' I don't wanna be sexuallist or nuthin' but ya shouldn't be let near a real car let alone on a these new fangled virtual ones.



▶▶ GT

Muppet

...from Paul Combs, Devon

I've got quite far in *GT3* and won loads of cars but there are still loads that I haven't seen. Is there any chance you could print the list in your fine publication?

■ All ya need to do is to look in the Databurst section in the back of the mag for a bleedin' great big list, ya bleedin' muppet.

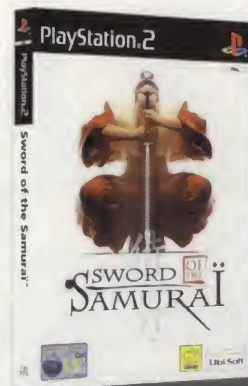


■ With a bit of help from the POWERSTATION team, even the most hopeless cases can get on the podium



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"THE SAMURAI IS THE MAN
AMONG MEN"



SWORD OF THE SAMURAI

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FINAL FANTASY FORUM

▶ WITH CHOCOBO CHARLIE!

Can't get past Ultima Weapon? Stumped on the location of that Chocobo treasure? Just where do you get Adamantite? Come come, little ones, all is well. Soothe your wounds in the healing waters of the ethereal *Final Fantasy* Forum...

FANTASY QUESTIONS

IF YOU HAVE ANY QUESTIONS FOR CHOCOBO CHARLIE – OR INTERESTING DISCOVERIES YOU'VE MADE IN ANY OF THE FINAL FANTASY GAMES – SEND THEM IN TO:

FINAL FANTASY FORUM, POWERSTATION, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.

A BUSY CHARLIE

We regret that Charlie cannot send personal replies to letters as he's still very busy trying to breed a multi-coloured Chocobo.

FINAL FANTASY X

Lady In Waiting

There's always someone having girl problems; now it's Jez's turn

Dear Chocobo Charlie,
I've only just started playing FFX – yeah, I know it's been ages since it came out but I was hoping you could help anyway. I'm doing really well; well, I was until I got to the end of the game. I've come to this woman called Yunalesca and she

kicks my arse every time. I don't see how I'm supposed to beat her 'cos her attacks kill me straight away. My mate reckons she has loads of different forms as well! Help!

Jez Stansen, Portsmouth

■ Yes, I seem to recall the ancient Yunalesca being a right royal pain in the arse! Take comfort in the knowledge that without her make-up she would be nothing. Defeating her is all

about taking the necessary precautions. Set yourself up right and it'll be a breeze!

BOSS: YUNALESCA

HP: (1) 24,000, (2) 48,000, (3) 60,000

AP Received: 14,000

Attacks: Silence, Darkness, Zombie, Hell Biter, Mega Death, Drain, Osmose

As with most bosses that have multiple forms, you should save the best until last. Make sure that you can protect yourself against ▶



■ Yunalesca: a bit of a nightmare!

FINAL FANTASY X

Balls Up!

Football under water? You must be made...

Hey CC!

I'm about halfway through *Final Fantasy X*, you know the one with Tidus in it? I noticed that in the Blitzball leagues you can win Return Spheres. I really need one but I can't find them anywhere else and I'm no good at Blitzball. Can you help me?

Jude Stevenson, Swansea

■ You're right in saying that this is the only place where you can get Return Spheres. They do appear later on in the game, but you need them right now and to do that you'll have to master your skills.

Some of the prizes you can win are as follows. Note that the

Blitzball matches are the only place you can win Return Spheres.

Tournament 1

1st Place: Dark Matter

2nd Place: Elixir

3rd Place: Super Goalie

Top Scorer: Ether

Tournament 2

1st Place: Elixir

2nd Place: Tech Find

3rd Place: Potion

Top Scorer: Return Sphere

Tournament 3

1st Place: Hi-Potion

2nd Place: Echo Screen

3rd Place: Potion

Top Scorer: Return Sphere

League 1

1st Place: Luck Sphere

2nd Place: X-Potion

3rd Place: Ability Sphere

Top Scorer: Return Sphere

League 2

1st Place: Teleport Sphere

2nd Place: Mega Potion

3rd Place: Echo Screen

Top Scorer: Return Sphere

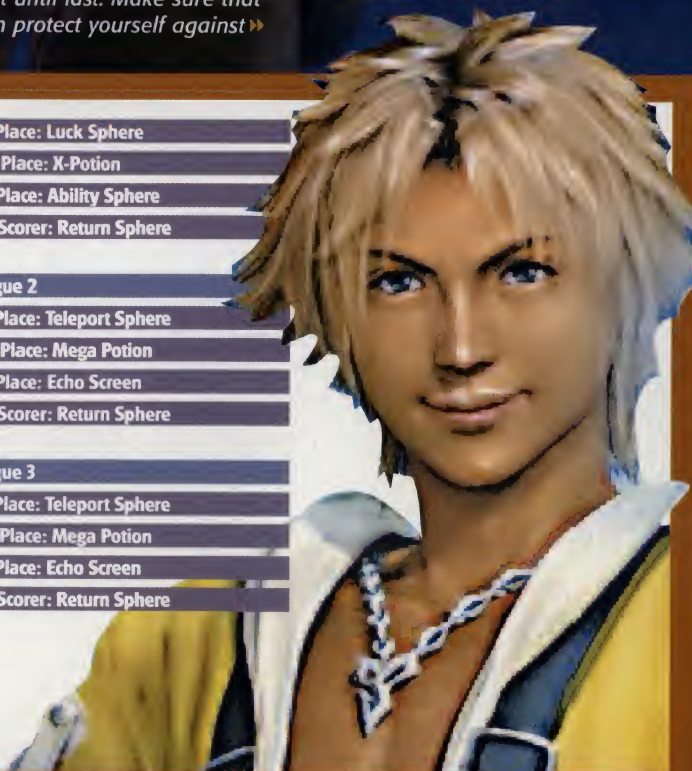
League 3

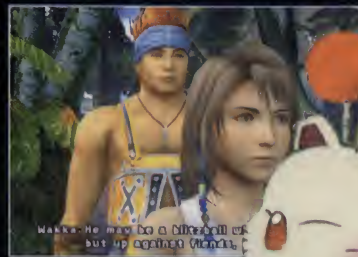
1st Place: Teleport Sphere

2nd Place: Mega Potion

3rd Place: Echo Screen

Top Scorer: Return Sphere





» **Darkness and Silence** (well, the characters for whom it would be an inconvenience), as whenever you attack the first form she will cast these status attacks. This first form is very straightforward, a breather if you like, so use the spare time to prepare yourself for what is to come. There are a few problems with the second form. As with previous Seymour battles, Yuna/Esca will zombify you then try to cure you. Naturally you will attempt to cure yourself but if you are in the Zombie state when Mega Death hits, you won't be harmed. If you are in a normal, living state when Mega Death hits, your entire team will die. Your best bet is to get the second form low on HP, then allow her to cast Hell Biter. Kill her off and your entire team will survive Mega Death. Hmmm, a difficult one, so you should keep at least one of your characters in the Zombie state. Occasionally Threaten will stop her in her tracks, and this can be very useful but if it doesn't hit you've wasted a turn. With the third form she goes a little bit mental, so now is the time to let rip with Character Overdrives and Aeon Overdrives. If you get a decent run of it you should be able to finish her off in no time. Then again, sometimes it can still go a bit wrong. If that happens there's not much you can do, apart from just try again.

FINAL FANTASY IX

Golly Gosh Mog!

Where would we be without those cute 'lil bears?

Dear POWERSTATION,
This isn't a really important question – I could probably figure it out myself but well, you know... if you're bored can you help me? I'm right at the end of *Final Fantasy IX* and I can't figure out where my missing Moogles are. I'm supposed to have delivered letters along the way but I must have forgotten. Where are they?
Bazza Timneh, Cornwall

■ Just so you understand, I'm not ever bored, but I like talking about the Moogles so I'm going to answer this. The answer to your question is

quite simple; the information you require is provided in the table below!

Moogles	Location	Page Reference	Letter to whom?
KUPO	ALEXANDRIA/BELL TOWER	22	MONTY
MOSH	SOLDIERS' CHANGING ROOM	23	NO LETTER
MOSCO	PRIMA VISTA CRASH SITE	25	NO LETTER
MONTY	EVIL FOREST/SPRING	26	NO LETTER
MOIS	ICE CAVERN	27	GUMO
GUMO	DALI/INN	28	NO LETTER
KUMOP	DALI/STORAGE AREA	29	MOGKI
MOGKI	LINDBLUM/GUESTROOM	30	ATLA
MOODEN	LINDBLUM/INN	31	NO LETTER
MOONTE	LINDBLUM/Dragon's Gate	32	NO LETTER
MOGMI + MOGUTA	GIZAMALUKE'S GROTTA	32	NO LETTER
GRIMO	BOHDEN STATION	34	NAZNA
ATLA	BURMECIA/VAULT	34	MONEV
NAZNA	SUMMIT STATION	36	MOCHOS
MOGRICH	TRENO/OUTSIDE KNIGHT'S HOUSE	37	NO LETTER
MOCHOS	GARGANT ROO ENTRANCE	38	NO LETTER
MONEV	CLEYRA'S TRUNK	38	NO LETTER
MOPLI	CLEYRA SETTLEMENT	40	SERINO
SERINO	RED ROSE	41	MOODEN
MOSH	ALEXANDRIA/BELL TOWER	42	MONTY
MONTY	PINNACLE ROCKS	43	NO LETTER
MOODEN	LINDBLUM/INN	43	MOONTE
MOONTE	LINDBLUM/Dragon's Gate	43	NO LETTER
MOGKI	FOSSIL ROO	45	NO LETTER
KUPPO	FOSSIL ROO	45	KUPO
MOGMATT	SUZUNA	46	SUZUNA
MOGRYO	BLACK MAGE VILLAGE	46	MOCHI
SUZUNA	MOUNTAIN PATH	47	NO LETTER
MOCHI	IIFA TREE	48	NO LETTER
KUPO	ALEXANDRIA/BELL TOWER	51	NO LETTER
MOGKI	LINDBLUM/GUESTROOM	55	MOODEN
MOODEN	LINDBLUM/INN	55	NO LETTER
MIMOZA	OELVERT/ENTRANCE	56	MOOEL
MOOEL	OELVERT/STAR DISPLAY	57	NO LETTER
MOJITO	KUJA'S PALACE/RACK	58	MOGSAM
MOGSAM	KUJA'S PALACE/LIBRARY	58	NO LETTER
MOGRIKA	EST GAZA/VIEWPOINT	60	MOOLAN
MOOLAN	MOUNT GULUG	60	MOGTAKA
MOGTAKA	MOUNT GULUG	60	NO LETTER
MOGKI	LINDBLUM/GUESTROOM	61	KUMOOOL
KUMOOOL	IPSEN'S CASTLE	62	NO LETTER
NOGGY	DAGUERREO	62	NO LETTER
MOOROCK	TERRA VILLAGE	64	MOZME
MOZME	PANDEMONIUM/MAZE	65	NO LETTER



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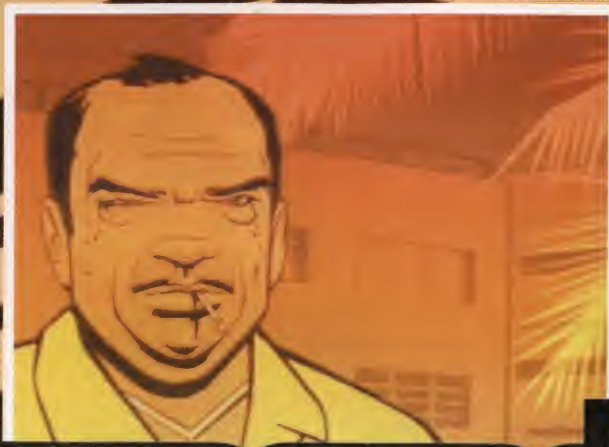
P2 COMMENT



"FANTASTICALLY
ADDICTIVE,
ENGROSSING
EPIC"

P2#30 is out now, and available
from most good newsagents

you might think
you've completed
vice city, but
we're back to
show you all the
things you may
well have missed
the first time!



Grand Theft auto

Vice city



Cheats & Secrets

Cheat Marathon

Clothing

Some missions in Vice City require you to change your outfit. Once these jobs are completed, the outfit will be unlocked at a certain location. Putting on a new outfit will remove a wanted level of 1 or 2.

BANK JOB OUTFIT



Once you've completed the Malibu Club mission 'The Job', this will be available at that club.

CASUAL OUTFIT



After you've completed the 'Treacherous Swine' mission for Cortez, this is available from Gash in the North Point Mall.

COP OUTFIT



Complete the mission 'Cop Land' to make this available in the locker room of the Police Station in Washington Beach.

COUNTRY CLUB OUTFIT



After the 'Four Iron' mission for Avery Carrington is complete, this becomes available at the Leaf Links Golf Club.

COVERALLS



Complete the 'Riot' mission for Ken and this outfit is available from Tooled Up in the North Point Mall.

HAVANA OUTFIT



Once you've finished the 'Two Bit Hit' mission for Avery, this becomes available at Little Havana Streetwear.

MR. VERCETTI OUTFIT



This is delivered to Collar & Cuffs in Ocean Beach once you've bought the Pole Position Club.

SOIREE OUTFIT



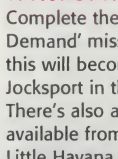
Complete 'The Party' mission for Ken and this will become available from Rafael's in Ocean Beach.

STREET OUTFIT



This is the outfit Tommy is wearing from the start and becomes available at your save houses after completing 'An Old Friend'.

TRACKSUIT



Complete the 'Supply & Demand' mission for Diaz and this will become available from Jocksport in the Downtown area. There's also a different Tracksuit available from the Laundromat in Little Havana.



Enter these codes while playing (not paused) and 'Cheat Activated' will appear at the top left of the screen.

FULL HEALTH

R1, R2, L1, O, ←, ↓, →, ↑, ←, ↓, →, ↑

FULL ARMOUR

R1, R2, L1, X, ←, ↓, →, ↑, ←, ↓, →, ↑

WEAPON SET 1

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

WEAPON SET 2

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ←

WEAPON SET 3

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

COMMIT SUICIDE

→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

RAISE WANTED LEVEL

R1, R1, O, R2, ←, →, ←, →, ←, →

LOWER WANTED LEVEL

R1, R1, O, R2, ↑, ↓, ↑, ↓, ↑, ↓

LADIES MAN

O, X, L1, L1, R2, X, X, O, A

CHANGE CHARACTER

→, →, ←, ↑, L1, L2, ←, ↑, ↓, →

CHANGE TO RICARDO DIAZ

L1, L2, R1, R2, ↓, L1, R2, L2

CHANGE TO LANCE DANCE

O, L2, ←, X, R1, L1, X, L1

CHANGE TO CANDY SUXXX

O, R2, ↓, R1, ←, →, R1, L1, X, L2

CHANGE TO KEN ROSENBERG

→, L1, ↑, L2, L1, →, R1, L1, X, R1

CHANGE TO HILLCARY KING

R1, O, R2, L1, →, R1, L1, X, R2

CHANGE TO LOVE FIST SINGER

↓, L1, ↓, L2, ←, X, R1, L1, X, X

CHANGE TO LOVE FIST KILT GUY

R1, L2, R2, L1, →, R2, ←, X, O, L1

CHANGE TO PHIL CASSIDY

→, R1, ↑, R2, L1, →, R1, L1, →, O

CHANGE TO SONNY FORELLE

O, L1, O, L2, ←, X, R1, L1, X, X

CHANGE TO MERCEDES

R2, L1, ↑, L1, →, R1, →, ↑, O, A

RHINO

O, O, L1, O, O, O, L1, L2, R1, A, O, A

BLOODRING BANGER 1

↓, R1, O, L2, L2, X, R1, L1, ←, ←

BLOODRING BANGER 2

↑, →, →, L1, →, ↑, O, L2

HOTRING RACER 1

R1, O, R2, →, L1, L2, X, X, O, R1

HOTRING RACER 2

R2, L1, O, →, L1, R1, →, ↑, O, R2

ROMERO'S HEARSE

↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

POVE FIST

R2, ↑, L2, ←, ←, R1, L1, O, →

TRASHMASTER

O, R1, O, R1, ←, ←, R1, L1, O, →

SABRE TURBO

→, L2, ↓, L2, L2, X, R1, L1, O, ←

CADDY

O, L1, ↑, R1, L2, X, R1, L1, O, X

BLOW UP ALL CARS

R2, L2, R1, L1, L2, R2, O, A, O, A, L2, L1

AGGRESSIVE DRIVERS

R2, O, R1, L2, ←, R1, L1, R2, L2

SOME CARS PINK

O, L1, ↓, L2, ←, X, R1, L1, →, X

ALL CARS PINK

O, L1, ↓, L2, ←, X, R1, L1, →, O

ALL CARS BLACK

O, L2, ↑, R1, ←, X, R1, L1, ←, O

FLYING CARS

→, R2, O, R1, L2, ↓, L1, R1

PERFECT HANDLING

A, R1, R1, ←, R1, L1, R2, L1

SUNNY WEATHER

R2, X, L1, L1, L2, L2, L2, ↓

CLOUDY WEATHER

R2, X, L1, L1, L2, L2, L2, A

OVERCAST WEATHER

R2, X, L1, L1, L2, L2, L2, O

STORMY WEATHER

R2, X, L1, L1, L2, L2, L2, O

FOGGY WEATHER

R2, X, L1, L1, L2, L2, L2, X

SPEED UP TIME

O, O, L1, O, L1, O, L1, O, L1, A, O, A

SLOW DOWN GAME

A, ↑, →, ↓, O, R2, R1

PEDESTRIANS RIOT

↓, ←, ↑, ←, X, R2, R1, L2, L1

PEDESTRIANS ATTACK YOU

↓, ↑, ↑, ↑, X, R2, R1, L2, L2

CHANGE WHEEL SIZE

R2, X, A, →, R2, O, ↑, ↓, O

SPEED UP GAME

A, ↑, →, ↓, L2, L1, O

SPEED UP CARS

→, R1, ↑, L2, L2, ←, R1, L1, R1, R1

CARS FLOAT ON WATER

→, R2, O, R1, L2, O, R1, R2

FLYING BOATS

R2, O, ↑, L1, →, R1, →, ↑, O, A

PEDESTRIANS HAVE WEAPONS

R2, R1, X, A, X, A, ↑, ↓



vehicle missions

When inside certain vehicles it's possible to perform extra missions that can earn you some tasty rewards.

vigilante

When driving a law enforcement vehicle – namely a Police Enforcer, FBI Rancher, FBI Washington, Predator, Rhino or Undercover Cheetah – simply press R3 to begin a Vigilante mission. This involves chasing criminals and bringing them to justice with extreme force. For added authenticity, put on the Cop uniform available in the Washington Beach Police Station. Complete Level 12 to unlock 150 Armour.



brown thunder

After you've collected all the packages, the Hunter will become available at the Air Force base. Steal it (hint: use the cop uniform) then press R3 to begin this Vigilante mission. This is the same as normal Vigilante missions except that you now kill criminals by firing rockets at them from the air. Complete Level 12 to unlock 150 Armour.



Pizza delivery

Get onto one of the Pizza Boys at a Well Stacked Pizza Restaurant to start this mission. You must deliver pizzas (unsurprisingly) to customers by throwing them, drive-by style. If you run out of pizzas, simply return to the restaurant to get some more. Make sure your time doesn't run out though – pizzas don't stay hot forever. Complete Level 10 to unlock 150 Health.



Taxi driver

When you get into a Taxi, Cabbie or Kaufman Cab, press R3 and you'll be able to ferry the residents of Vice City to their destinations. Bonus cash is given for a speedy trip and for multiple trips in a row. Look after your cab otherwise your fare will jump out and you'll have to get it fixed before you can carry on. Deliver 100 people to unlock Boost, enabling your cab to do a hydraulic jump when L3 is pressed.



Firefighter

Burn baby burn, disco inferno! Unfortunately there aren't any discos on fire in Vice City, only vehicles. Press R3, when in a Fire Truck, to start putting them out. Get to the fires as quickly as possible and press O to fire the water cannon. However, it doesn't end there – once the car has been put out, people may jump out of the car and they'll be on fire too. Spray them with water then head to the next emergency. Complete Level 12 to unlock Fireproof, which allows you to run through fire unharmed.



Paramedic

Ever wanted to be in hit TV shows *ER* or *Casualty*? Well now you can just by stealing an Ambulance and pressing R3. You now have to drive round town picking patients up and delivering them to the hospital. Saving lives – quite an unusual concept in the world of *GTA*. Complete Level 12 to unlock Infinite Sprint.



Vehicles

Welcome to Honest Frankie's. We've got the complete array of cars, trucks, bikes, boats and aircraft available in *Vice City*. They're a steal!



CARS & TRUCKS

ADMIRAL



This luxury saloon means you can look like a classy yuppie while you mow down innocent pedestrians.

SPEED: 6 DURABILITY: 6

AMBULANCE



Find one of these parked outside hospitals or where there's a Vice City resident bleeding on the floor.

SPEED: 7 DURABILITY: 7

BAGGAGE HANDLER



Find these in and around the airport. Not much good in a getaway, but useful if there's nothing else about.

SPEED: 3 DURABILITY: 4

BANSHEE



A very tasty sports car that's one of the fastest in the game. Steal a white one for that ultimate Eighties cool.

SPEED: 8 DURABILITY: 5

BARRACKS OL



When the army are on your case you'll see them driving one of these. They're great at pushing through heavy traffic.

SPEED: 6 DURABILITY: 8

BENSON



Not good for getting away from anything, but at top speed it can push most cars out of the way. Tips at speed.

SPEED: 4 DURABILITY: 6

BF INJECTION



Great for the beach and not bad on the road either. Just don't turn corners too quickly or you may tip over.

SPEED: 7 DURABILITY: 6

BLISTA COMPACT



This little hatch is perfect for dodging in and out of traffic, but not for a getaway as it won't last very long.

SPEED: 5 DURABILITY: 5

BLOODRING BANGER



Only available to drive in the Bloodring until you win and it's unlocked outside. Reasonable speed and is pretty sturdy.

SPEED: 7 DURABILITY: 7

BOBCAT



This pick-up is pretty strong for its size; just don't expect to get away from anything very quickly.

SPEED: 4 DURABILITY: 6

BOXVILLE



This doesn't sound exciting and it isn't. Only steal one if you're desperate – the owner'll probably be glad to be rid of it.

SPEED: 3 DURABILITY: 6

BURRITO



A plain old van that does exactly what it says on the tin. It goes slow and is great for tailgating people.

SPEED: 4 DURABILITY: 6

BUS



These are pretty rare around Vice City, but don't bother stealing it if you do happen to see one – it's not worth it.

SPEED: 3 DURABILITY: 7

CABBIE



If you want to do the Taxi Driver mission, you're better off waiting for a Taxi to come along as they're faster than this.

SPEED: 5 DURABILITY: 6



CADDY

Found at the golf club, unsurprisingly, this cart is good for getting round the green, but not much else.

SPEED: 2 DURABILITY: 3

CHEETAH

Not the fastest of the sports cars, but it's still quicker than most other modes of transport in the game.

SPEED: 8 DURABILITY: 4

COACH

By nature coaches aren't very fast, but you can barge most traffic out of the way and it can keep going for ages.

SPEED: 4 DURABILITY: 7

COMET

This has some serious speed and will outrun the cops with ease as long as you don't crash it – then you're bugged.

SPEED: 9 DURABILITY: 3

CUBAN HERMES

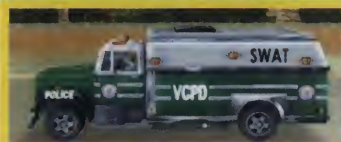
The normal Hermes may not be up to much but this Cuban version is much faster and looks better too.

SPEED: 7 DURABILITY: 6

DELUXO

This won't go back in time when you reach 88mph but it's still a great car with a high top speed.

SPEED: 8 DURABILITY: 5

ENFORCER

If you are lucky enough to steal one of these you'll see that it's super strong and has great speed for its size.

SPEED: 7 DURABILITY: 8

ESPERANTO

This two-door beast has decent speed but really slow acceleration, so it's not good for fast getaways.

SPEED: 6 DURABILITY: 6

FBI RANCHER

Longer and faster than a normal Rancher, this is a good all-rounder – but good luck stealing one.

SPEED: 7 DURABILITY: 7

FBI WASHINGTON

A faster and sturdier FBI version of the Washington, complete with siren and the ability to do Vigilante Missions.

SPEED: 7 DURABILITY: 6

FIRETRUCK

Tough and quick for its size, the water cannon can be used to hose people down and cool them off in the hot sun.

SPEED: 7 DURABILITY: 7

FLATBED

Slow but tough, this truck won't help you escape the law, but you can smash through heavy traffic with ease.

SPEED: 3 DURABILITY: 7

GANG BURRITO

A faster version of the Burrito that has some rather fetching graffiti on the side, but it's prone to tipping on corners.

SPEED: 6 DURABILITY: 6

GLENDALE

Pretty average all round really and will serve you well in most missions if you decide to steal one.

SPEED: 5 DURABILITY: 5

GREENWOOD

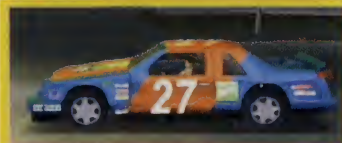
These are a pretty common sight around Vice City and they aren't too bad if there's nothing quicker around.

SPEED: 5 DURABILITY: 6

HERMES

Not very fast but it's a tough little cookie and can take quite a bit of abuse before it bursts into flames.

SPEED: 5 DURABILITY: 6

HOTRING RACER

This is what you use in the Hotring races, but you can also unlock it at Sunshine Autos by delivering cars to the garage.

SPEED: 10 DURABILITY: 4

IDAHO

Similar to the Esperanto in that it has a decent top speed, but poor acceleration, so no good for quick exits.

SPEED: 7 DURABILITY: 6

INFERNUS

Another beautiful sight in Vice City, which will get you where you want to go quickly and in style.

SPEED: 8 DURABILITY: 4

KAUFMAN CAB

This is identical to the Cabbie except for the fact that it has 'Kaufman Cabs' written on the side.

SPEED: 5 DURABILITY: 6





LANDSTALKER



This is pretty quick for an SUV but watch out around corners as it will tip over if you're going too fast.

SPEED: 6 DURABILITY: 6

LINERUNNER



Big and tough and pretty slow but it can push most other vehicles out of the way and takes loads of damage.

SPEED: 5 DURABILITY: 7

LOVE FIST



This limo is Love Fist's preferred mode of transport and they certainly know how to travel in style.

SPEED: 6 DURABILITY: 6

MANANA



This little two-door car has very average speed and can't take too much abuse. Don't bother unless there's nothing else.

SPEED: 5 DURABILITY: 4

MESA GRANDE



This is good on and off road and has a reasonable speed. However, a few hard knocks and it'll be on its last legs.

SPEED: 6 DURABILITY: 5

MOONBEAM



Not bad for a van, but that's about it. Pretty similar to the Burrito except this has windows.

SPEED: 4 DURABILITY: 6

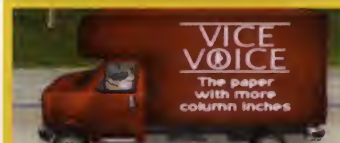
MR WHOOPEE



Deliver 'Ice Cream' to the junkies of Vice City, but don't use it for anything else as it's slow and won't last long.

SPEED: 4 DURABILITY: 4

MULE



It's slow and handles like a dog, but it's also tough with it. Use this in gridlock to barge through traffic.

SPEED: 4 DURABILITY: 7

OCEANIC



Similar to the Glendale but it doesn't handle as well. Pretty average and not bad if the law isn't after you.

SPEED: 5 DURABILITY: 5

PACKER



No good for getting away from anything, but park one up then drive a car up the ramp to do a nice jump.

SPEED: 3 DURABILITY: 6

PATRIOT



This ex-army vehicle has reasonable speed, good handling and is pretty tough – so if you see one, nick it.

SPEED: 6 DURABILITY: 6

PERENNIAL



Unfortunately these are quite common in Vice City so you'll be in one sooner or later, just get rid of it quickly.

SPEED: 4 DURABILITY: 6

PHOENIX



This car won't talk to you and doesn't have a flashing light on the front but it's still pretty good anyway.

SPEED: 7 DURABILITY: 6

POLICE



Police cars are tough and fast enough to keep up with sports cars, but they've also got a working siren – hooray.

SPEED: 9 DURABILITY: 7

PONY



A slightly larger van than the Burrito, it's slower and the handling is worse. On the plus side, it's slightly tougher.

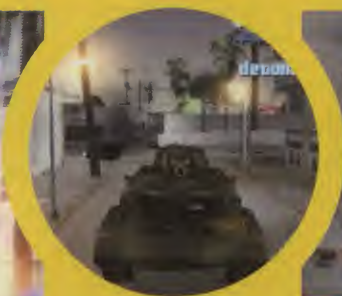
SPEED: 4 DURABILITY: 6

RANCHER



This is great off road and is tough with it. Not as good as the FBI version but it's a damn sight easier to steal.

SPEED: 5 DURABILITY: 6



REGINA



This station wagon has some very nice wood panelling down the sides and it's not a bad ride either.

SPEED: 5 DURABILITY: 5

RHINO



Nothing can beat this tank for strength but almost everything can beat it for speed, even a Faggio. © fires the turret.

SPEED: 3 DURABILITY: 10

ROMERO'S HEARSE



This hearse even comes with a coffin in the back so when you run someone over you have somewhere to put them.

SPEED: 5 DURABILITY: 6

RUMPO



How many vans does this game need? This isn't much different from the others so don't bother stealing one.

SPEED: 4 DURABILITY: 6

SABRE



The Sabre has a decent speed and cornering and a lovely growling engine noise that will scare small children.

SPEED: 6 DURABILITY: 6

SABRE TURBO



Like a normal Sabre only much faster and with a cool white strip down the centre so people know you're driving a turbo.

SPEED: 8 DURABILITY: 6

SANDKING



As its name suggests, this 4x4 is the king when it comes to sand. Get down to the beach and jump those dunes!

SPEED: 6 DURABILITY: 6

SECURICAR



Pretty rare but it'll last ages if you do steal one. They don't go very fast so make sure the cops aren't onto you.

SPEED: 4 DURABILITY: 8

SENTINEL



A decent four-door saloon that'll get you where you're going with minimum fuss. If you're in a hurry, grab the XS version.

SPEED: 6 DURABILITY: 6

SENTINEL XS



This is a faster version of the Sentinel that you can spot by its spoiler. You know what spoilers mean – speed!

SPEED: 7 DURABILITY: 6

SPAND EXPRESS



A Mule with 'Spand Express' written on it, you need speed for express deliveries and this has more than the Mule, just.

SPEED: 5 DURABILITY: 7

STALLION



This has a good top speed but go too fast and you'll notice it starts to handle like a dog. Good for straight roads only.

SPEED: 7 DURABILITY: 6

STINGER



Crockett and Tubbs would be proud of this convertible and so can you be if you get your hands on one.

SPEED: 8 DURABILITY: 4

STRETCH



Limos aren't built for speed so don't expect to go fast. But if you just want to cruise then you could do worse.

SPEED: 4 DURABILITY: 6

TAXI



This is probably the best vehicle to do the Taxi Driver mission in as it's got pretty good speed and handling.

SPEED: 7 DURABILITY: 6

TOP FUN



Get into one of these to start an RC mission. Once it's over you can drive the van away, but it's not worth bothering.

SPEED: 4 DURABILITY: 6



WALTON



Not recommended if you want to impress the ladies, or outrun the cops, or do anything for that matter.

SPEED: 5 DURABILITY: 5

WASHINGTON



This makes you feel important as you cruise the streets looking for poor people to run down.

SPEED: 6 DURABILITY: 5

TRASHMASTER



Deadly slow and it stinks of crap. Only drive one of these if you're really desperate – really desperate.

SPEED: 3 DURABILITY: 7

UNDERCOVER CHEETAH



Same as a normal Cheetah except for the flashing light on the dashboard. You can also do vigilante missions in these.

SPEED: 8 DURABILITY: 4

VIRGO



Faster than it looks, the Virgo isn't a bad choice if you're being pursued. The acceleration ain't great though.

SPEED: 7 DURABILITY: 6

VOODOO



The vehicle of choice for Haitians, press L3 to move the hydraulics and use the right analog stick to bounce.

SPEED: 6 DURABILITY: 6

YANKEE



Another big truck that is good in heavy traffic, but not if you're in a hurry. Turn too sharply and it'll probably tip.

SPEED: 3 DURABILITY: 8

ZEBRA CAB



You'll find this at Kaufman Cabs when you've completed all the missions there. Faster and snazzier version of the Cabbie.

SPEED: 6 DURABILITY: 6



HUNTER



Collect all the packages to unlock this beast. Then fly over the city firing rockets at everything that moves.

SPEED: 7 DURABILITY: 8

MAVERICK



This is the most common sight in the skies of Vice City and is reasonably quick and manoeuvrable.

SPEED: 7 DURABILITY: 6

SKIMMER



Like a Dodo with wings that can land on water. Just don't ground it or you'll never get it in the air again.

SPEED: 8 DURABILITY: 5



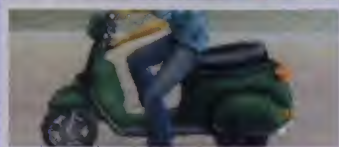
ANGEL



Not as fast as a Freeway and it doesn't handle as well either, but looks cool and you can hum *Easy Rider* as you go.

SPEED: 5 DURABILITY: 4

FAGGIO



Deadly slow and sounds like a hairdryer but what do you expect?... it is a moped. Great if you're not in a hurry.

SPEED: 2 DURABILITY: 3

FREEWAY



Sturdy, fast with decent handling, it's just a shame you can't shoot your shotgun over the handlebars, Arnie-style.

SPEED: 6 DURABILITY: 6

PCJ 600



This is one of the best vehicles in the game and is incredibly fast. Just don't crash or you'll end up as road kill.

SPEED: 8 DURABILITY: 4

PIZZA BOY



This is another moped but it's quicker than the Faggio, which is useful as you need to deliver those pizzas quickly.

SPEED: 3 DURABILITY: 3

SANCHEZ



Good handling on and off road make this a good choice if you have to take a cross-country route.

SPEED: 6 DURABILITY: 4

boats

COAST GUARD



Not the slowest boat on the water but nowhere near the fastest either. If there aren't any speedboats around, it'll do.

SPEED: 6 DURABILITY: 6

CUBAN JETMAX



The second fastest boat in the game, it has better handling than the Squalo but can't match it for speed.

SPEED: 8 DURABILITY: 4

DINGHY



Small and slow but if there's nothing else then it'll have to do. It gets a bit tricky to control in rough weather.

SPEED: 4 DURABILITY: 3

MARQUIS



A luxury yacht that doesn't have great speed or handling but can push most other boats out of the way.

SPEED: 5 DURABILITY: 7

PREDATOR



This police boat is quick and handles well. It even has mounted guns that cut through the hull of your chosen target.

SPEED: 7 DURABILITY: 7

REEFER



If you want to do a spot of fishing then this is the craft for you. If you want to escape the law then it definitely isn't.

SPEED: 5 DURABILITY: 6

motorbikes

POLICE MAVERICK



Considering this is a police chopper, it doesn't have weapons, but it is more responsive than a regular Maverick.

SPEED: 7 DURABILITY: 6

SEA SPARROW



A Sparrow that you can land in the sea, which can be useful if you want to hijack a boat. Be careful when getting out.

SPEED: 6 DURABILITY: 5

RIO



Classy and sophisticated, steal one of these then lie on the deck drinking champagne and catch some rays.

SPEED: 5 DURABILITY: 7

SPEEDER



Speed by name, speed by nature, but its handling leaves something to be desired. Nick a Squalo instead.

SPEED: 7 DURABILITY: 5

SPARROW



If there aren't any Mavericks around then the Sparrow is a decent second best, despite its dodgy handling.

SPEED: 6 DURABILITY: 5

VCN MAVERICK



A smaller, quicker version of the Maverick, which has very sensitive handling making it susceptible to rolling.

SPEED: 8 DURABILITY: 6

SQUALO



The fastest boat in the game is great fun, but it can become a bit of a nightmare to steer, especially in rough seas.

SPEED: 9 DURABILITY: 4

TROPIC



You know you've made the big time when you own one of these, or you can just steal one and take it easy.

SPEED: 5 DURABILITY: 6

aircraft

The Weapons

There's a large selection of weapons to play with in Vice City. Before indulging in extreme violence, check out this handy guide.

hand-to-hand



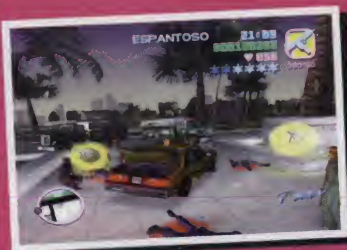
Brasso Knuckles

Put a set of these on then smack someone round the chops and watch them hit the floor.



Fists

If you've nothing else to hand then you'll have to engage in a bit of fisticuffs.



melee weapons



Baseball Bat

Great for hitting baseballs and smashing people's heads in then pummeling them as they lie on the ground.



Hammer

Great for hammering things such as nails, skulls, kneecaps and toes.



Meat Cleaver

Great for hacking apart carcasses of dead animals, or anyone who looks at you the wrong way.



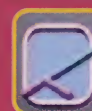
Chainsaw

This bad boy will slice and dice anyone who gets in your way. Plunge it into them as they lie on the ground for extra gore.



Katana

One swipe of this will bring anyone down, whoever they may be.



Nightstick

Nick this from cops then batter people round the head with it.



Golf Club

Golf is a boring sport so go to Leaf Links and show them what a club should be used for.



Knife

The classic blade will give your enemies a nasty gash they won't forget.



Screwdriver

Not an obvious weapon, but in the right hands it can cause considerable pain.



Machete

Hack through skin and bone with this larger-than-life knife.

PISTOLS



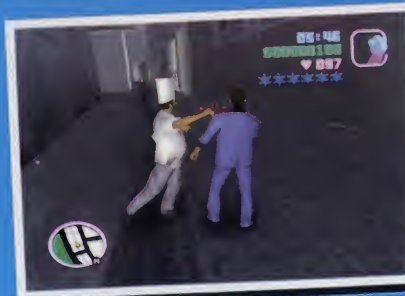
Colt 45

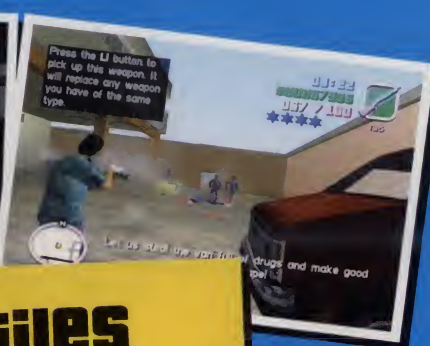
A decent pistol but it doesn't have much stopping power.



Python

This is more like it – one shot one kill. Do you feel lucky, punk?





shotguns



Shotgun

Loud and proud, this bad boy'll stop anyone in their tracks.



Stubby Shotgun

This sawn-off shotgun has loads of power but only over short distances.



Spaz Shotgun

A rapid-firing shotgun that will quickly get you noticed by the cops.



PROJECTILES



Detonator

Lob a special grenade then detonate it with this when you're a safe distance away.



Molotov Cocktail

Another one to use on large groups of people... I love the smell of burnt flesh in the morning...



Grenade

Throw this into a crowd of pedestrians and watch the carnage.



Teargas

Toss this at someone and they'll be crying all the way to the hospital.

automatics



Ingram Mac 10

This fires rapidly but loses accuracy over long distances.



Tec-9

Rapid-firing but not overly accurate, this a good short-range weapon.



MP5

Being fast and very accurate makes this a great drive-by weapon.



Uzi 9mm

The classic Uzi will get you out of most scrapes with ease.

SNIPER RIFLES



PSG1

Highly accurate and rapid-firing, this the ultimate long-range weapon.



Sniper Rifle

Great for long-distance assassinations but not as fast as the PSG1.

assault rifles



Colt M4

Accurate, powerful and rapid-firing, this rifle is a force to be reckoned with.



Ruger

The Ruger is accurate and powerful, but isn't as fast as the M4.

heavy weapons



Flame-Thrower

Throws flames and makes lovely barbecued cop.



Minigun

Destroy everything in your path with this mammoth gun.



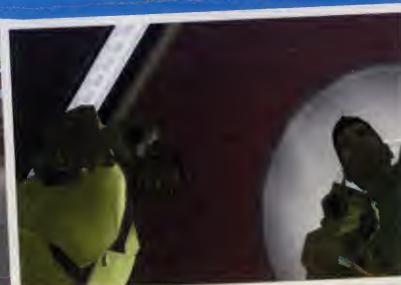
M60

Powerful but inaccurate if fired for too long.



Rocket Launcher


Launch rockets at unsuspecting passers-by and watch the fireworks.



Unique Jumps



JUMP TO IT!

 You'll perform a handful of these jumps during missions but there are quite a few, and here they all are...



downtown

little haiti

little havana

starfish island

escobar international airport

viceport



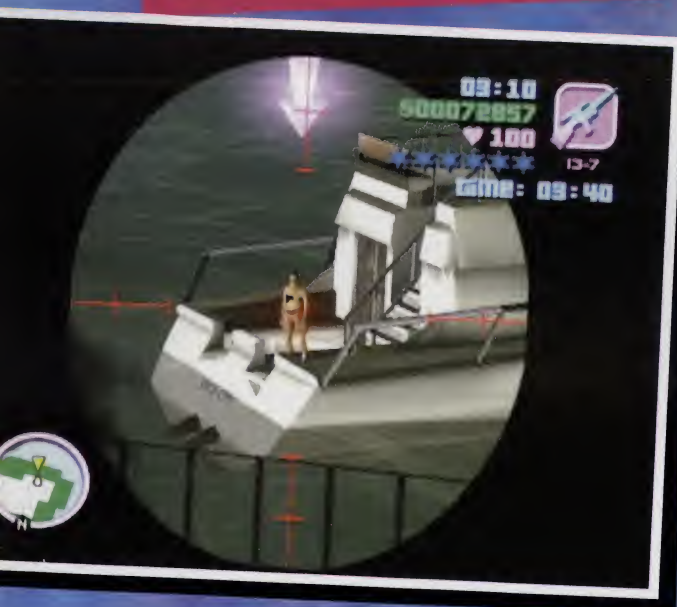
Weapons & Bribes

bullet time gta-style

If you're ever stuck without a shooter you can guarantee there'll be one nearby, it's just a case of knowing where to look. It's also handy to know where all the Bribes are so you can plan your route of escape from the law.

 Bribes

 Weapons



downtown

little
haiti

little
havana

starfish
island

escobar
international
airport

viceport



Health & Armour

i need a PICK-ME-UP

Sick as a dog? Then you'll want to know where the nearest Health or Armour pick-up is...

Health

Armour



downtown

Little
haiti

Little
havana

STARF
island

escobar
international
airport

VICEPORT



SLY COOPER & THE THIEVIUS RACCOONUS

**SLY
THIEF**
PART ONE!

» GAME ESSENTIALS

GENRE: 3D PLATFORMER
PUBLISHER: SCE
PRICE: £39.99



FORMAT
PS2



ANALOG
PAD



VIBRATION
FUNCTION



MEMORY
CARD



PLAYERS
1

GUIDE WRITTEN BY: RUSSELL MURRAY



Any questions about this guide? Contact me via:

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www.totalgames.net



PLAY + COMMENT



"FULL OF
DELIGHTFULLY
PERSONABLE
CHARACTERS"

PLAY#99 is out now, and available
from most good newsagents

To get all the missing pages of the Thievius Raccoonus you'll need stealth, tactics and super master thief abilities along with our complete guide to all five worlds and every Treasure Key...

PROLOGUE - POLICE HQ



» Your adventure begins on top of the Police Headquarters in Paris. Your friend Bentley will contact you on the radio to tell you about your first assignment.



■ Climb the ramp collecting the coins, then press the button to perform a super sneaky master thief move and shuffle around the thin ledge.



■ Jump over the laser wires landing on the platforms, then make your way down the shaft and destroy the alarm at the bottom to open the door.



■ Dash around to the Inspectors Office, then climb through the open window and use your sneaky move to carefully shuffle along the ledge outside.



■ Leap onto the nearby aerial, then jump across to the roof ahead and use your hook to smash the grill that is covering the vent.



■ Inside Inspector Fox's office, Bentley will give you the code 9-3-7 for the safe. Enter it and you can retrieve your police file from inside.



■ Head out through the open window and speak to the inspector, then climb down the fire escape as fast as you can avoiding her bazooka shells.



■ Dash across the car park dodging more bazooka missiles, and then climb into the back of the van to make your escape.

SLY COOPER
in

TIDE OF TERROR

AREA 1 - A STEALTHY APPROACH



» Raleigh's hideout is in the middle of this huge swamp. Smash the sign for a few extra coins and follow the tunnel through to the entrance.




■ Head immediately to the left and onto the ship. Once aboard, kill the beaver and smash the mast in order to collect some more Clues.



■ Dash back to shore and jump onto the trees for more Clues, then jump and grab the rope above and crawl along to get more Clues on the cliff top.



■ Grab the clue by the base of the ladder, then climb to the very top and drop down carefully over the fence and into the swamp.

Inside the vault is a page of the Thievius Raccoonus, you can learn a super sneaky master thief move. The Fast Attack Dive will help you to beat enemies with a speedy lunging attack. To perform the move, simply press the  button at any time.

**FAST
ATTACK DIVE**



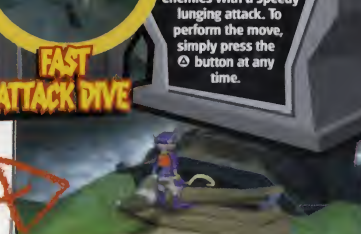
■ Wait for the searchlights to move apart, dash between them and smash the alarm on the far side. Kill the beaver and collect two clues from the stone pillars.



■ Run up the slope and along the path to the waterfall, then walk very carefully along the thin ledge to collect another couple of clues.



■ Jump across the water, then across the rocks, getting more clues. Leap and grab the hook with your cane then swing over the top of the tall gate ahead.



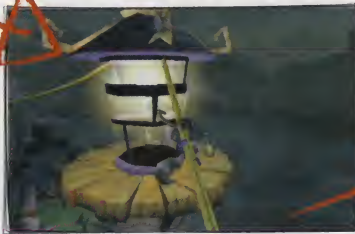
■ Jump across the moving platforms to the ledge, then quickly kill the mallet-wielding beaver and hop across the next set of revolving platforms.




■ Dash past the searchlights and kill the beaver in the middle, then dash past some more lights and smash the alarm beside the gate.



■ Your next task is to grab the Clue in the corner, and then leap across the moving wheels in order to collect the Treasure Key from the other bank.



■ Jump and grab the rope by pressing the  button, then crawl all the way to the top to collect some more clues on the top of both searchlight towers.




■ Drop down and open the vault with the code 7-9-2 for a page from the Thievius Raccoonus. Go back across the river and open the door with the key.

AREA 2 - PROWLING THE GROUNDS


NOTE:

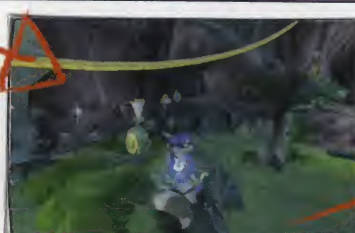
Every time you return to this sub-level the extra lives and charms re-appear. Don't forget to collect them!




» Walk forwards along the path, then double tap the  button to perform a high jump and climb up onto the ledge above.



■ Go along the path to the cliff, jump and grab the hook with the  button. Go carefully down to the platform and hop across to the ship, getting a lucky charm.



■ Climb the rope to the top, jump to the right and press the  button to grab the next rope. Keep climbing, then jump onto the ship and take a look around.



■ Quickly collect the coins, then kill the guard and smash the window to grab an extra life. Now head through the nearest door to enter another level.

AREA 3 - HIGH CLASS HEIST



» Smash the items inside the glass cabinet for extra coins, then head down the corridor and grab two Clues beside the door at the end.



■ Wait for the wires to group together and dash past them on the right hand side, then run past underneath the next set of lasers.




■ Pass the laser trap on the left and then dash under the last laser wires, smash the alarm to open the door. Look to the right to collect a hidden clue.



■ Run down the slope and jump to avoid the tracking lasers. Run round the beams and smash the alarm to turn them off. Go back to find coins and Clues.

NEW SKILL

Inside the vault is a page of the Thievius Raccoonus, and you can learn a super sneaky master thief move. The Fast Getaway Raccoon Roll helps you move extremely quickly to escape from perilous enemies and traps. To perform the move, simply hold the  button.

FAST GETAWAY RACCOON ROLL



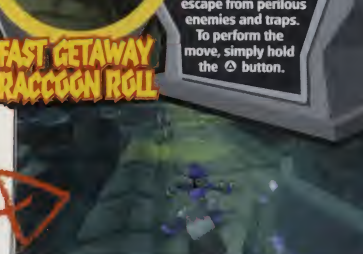
■ Smash the statues and climb up to the ledges behind for more Clues, then jump across to grab another clue in the centre above the door.



■ Run down the ramp and smash the safes for Clues, kill the wrestler beavers and leap to the small platform on the right to grab an extra life.




■ Jump across the lily pads, leap the spinning lasers and smash the alarm on the platform on the other side. Go back across the pads for coins or Clues.



■ Climb onto the ledge and sneak around the pole for Clues, then follow the path and dash between the searchlights grabbing more Clues.



■ Press  and sneak round a couple of pillars to avoid more searchlights, then dash past the moving spotlights and smash the alarm to turn them all off.



■ Collect any coins or Clues that you missed, then leap back across the lily pads and return to the safe in the room before.



■ Approach the vault and input 4-3-6 on the combination lock to open it up. You will find another page of the Thievius Raccoonus inside.




■ Run and jump back across the lily pads, dash around the path and walk across the bridge. You can now collect the Treasure Key to complete the level.

AREA 4 - INTO THE MACHINE



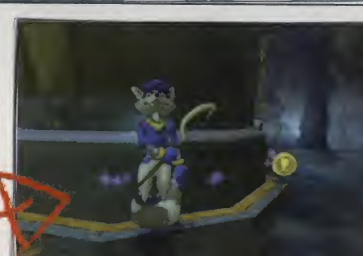
■ Smash the window on your right for another extra life, then dash down the slope and enter the door on the right to begin the next level.




■ Jump and press  to shut the furnace door. Collect the falling Clue and continue to the end of the passage to fight a hammer-wielding beaver.



■ Jump onto the bridge and walk onto the moving platform, then swipe the Clue hanging from the bottom of the next bridge.



■ Continue around the room collecting the coins and killing the working beavers, then jump to the pillar and press  to sneak around the thin ledge.



■ Climb the rope to the top and sneak back around the pillar, collect the Clue. Now leap onto the bridge and continue to the spinning platform ahead.



■ Jump to get the Clue, go carefully across the revolving pipe and leap to get another clue on the left. Continue to the end and smash through the vent.



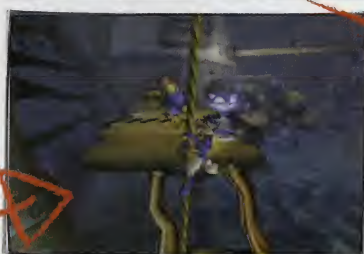
■ Kill the beaver in the passage then jump from door to door to get the clues in the air. Jump down the lower doors making sure you get all the clues.



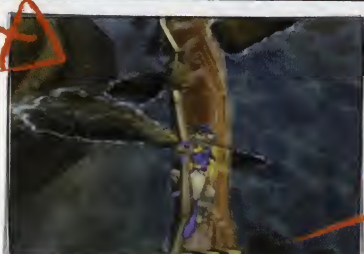
■ Collect the extra life from the pipes at the end, drop down to the floor and search around for any clues that may have fallen from the doors above.



■ Continue through the next vent collecting the coins, then edge forwards slowly and dash past the spinning blades before they can hit you.



■ Kill the beaver at the end of the path, then climb all the way up the rope to the very top and kill another beaver on the platform above.



■ Grab the wire and crawl along avoiding more spinning blades, then hop over to another wire and continue to crawl to the end.



■ Jump and grab the hook with your ○ button, then swing back and forth and leap into the passage ahead killing another beaver at the end.



■ Jump between the furnace doors until the lasers disappear, jump down to the next level. Get the clues on the way and one on the pipes at the end.



■ Kill the beaver and smash the alarm, go along the passage and into the room ahead. Kill another beaver and then step onto the revolving pipe ahead.



■ Quickly kill the beaver at the end of the pipe, then head back slowly and leap onto the spinning wheel to collect two tricky Clues.



■ Go to the end of the pipe and to the left for another Clue, climb onto the small lift to the right, use the hook above to climb to the top of the machine.



■ Grab the hook and ride over to the platform ahead, then turn around and walk along the thin pipe to collect another Clue hanging in the air.



■ Drop down to the floor and walk across the bridge to the far side of the lava, then kill the beaver and smash the safe for the last two clues.



■ Dash back across the bridge and input the code 2-2-7 to open the vault and collect Raleigh's blueprints from inside.



■ Climb to the top of the machine and go back across the pipe, slam shut all the furnace doors and leap to get the Treasure Key in the chamber.

AREA 5 - FIRE DOWN BELOW



■ Walk forwards and listen to Bentley who hints at a secret nearby. Run across the wheel to lose a lift, then jump onto the crow's nest and ride to the top.




■ Jump and grab the hook, swing back and forth and leap the hooks to the platform ahead. Sneak around the side of the tower to enter the next level.



■ Search the area immediately to your left to find a safe, and then smash the lock in order to grab a tasty couple of Clues hidden inside.



■ Jump to get the clue by the furnace, dash past the doors as they close. Climb onto the next furnace, leap to grab the clue in the air as the doors close.

Inside the vault you will find a page of the Thievius Raccoonus and can learn a new super sneaky master thief move. The Slow Motion Jump will help you to avoid enemies whilst jumping. To perform the move, simply press the  button while you are in mid-air.

SLOW MOTION JUMP



■ Kill the beaver at the end, jump onto the bridge, get more clues hanging in the air, dash through the passage, slam the furnace doors with your cane.



■ Jump to collect a Clue on the pipe to your left, then kill the beaver ahead and smash the piles of coal on the left to discover some more clues.



■ Use the wheel to get the hooks moving, then when the power meter is red leap onto a hook and catch a lift to the far side of the room.



■ Jump down and kill the waiting beaver, then grab a clue on the right and climb the spiral pole up to the platforms above.



■ Grab the hook and swing over to the bridge, then jump to the next hook and swing across another gap.



■ Jump over to the right onto a small platform, then carefully jump across the high platforms collecting clues and coins.



■ Jump from the platform above the wheel for the clue in the air, make your way back to the platforms and across the bridge to a hot tunnel.



■ Slam the furnace doors shut and leap to the next bridge, then grab the Lucky Charm and kill the beavers on the platform ahead.



■ Grab the clues on the high pipe to the right, then carefully leap onto the pipe on the left and collect some more clues.



■ Head through the door and kill another beaver, then smash the coals to the left to grab some more hidden clues.



■ Use the wheel to work the machine, be careful of the spotlight. Keep the wheel moving and an explosion will blow a hole in the wall.



■ Head through the hole and grab some more clues, then dash around the conveyor belts collecting the last four clues as you go.



■ Smash the alarm to turn off all the searchlights, and then grab the Treasure Key to complete the level.



■ Grab some more extra lives and then use the wheel and hooks to climb back up to the entrance on the tower.



■ Walk forwards and avoid the flames from the furnace, then search behind the pipe on your left to find the Vault.



■ Input the code 5-7-9 to open the vault, grab another page from the Thievius Raccoonus and learn another new skill.



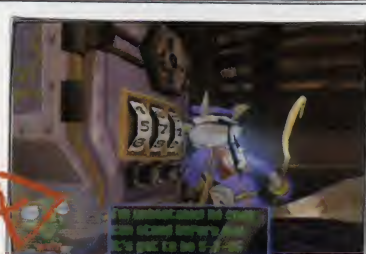
■ Smash the alarm to turn off all the searchlights, and then grab the Treasure Key to complete the level.



■ Grab some more extra lives and then use the wheel and hooks to climb back up to the entrance on the tower.



■ Walk forwards and avoid the flames from the furnace, then search behind the pipe on your left to find the Vault.



■ Input the code **5-7-9** to open the vault and grab another page from the Thievius Raccoonus and learn another new skill.

AREA 6 - A CUNNING DISGUISE



» Take the path opposite the wheel and climb the pipe to the top, then leap over the rooftops to find the entrance to the next level.



■ Grab the clues by the door, then follow the passage to the end and wait for Bentley to explain the booby traps.



■ Climb into the barrel for protection and then walk across the blue rug and collect the clues in the centre.



■ Jump out of the barrel and kill the beaver ahead, then return to your barrel and use the lift to ride down to the next floor.



■ Carefully go along the hall, hide in the barrel from the guard, when you can, jump from your hiding place and whack him with your cane.



■ Collect any clues and coins in the area, then climb the ladder ahead and grab some more clues from the top.



■ Drop down and kill the guard, then run back and get back inside the barrel. Dash through the hall to the fires and then jump out to collect more clues.



■ Sneak across the blue rug, leap from the barrel, destroy the booby traps in the corners. Grab clues from the corner and ride the lift to the floor above.



■ Walk forwards, collecting the coins, then move across the rug and over the bridge hiding in the barrel to avoid detection.



■ Smash the alarm with your cane, then head immediately to the left and smash the books to clear a path.



■ Get back into the barrel, sneak up behind the guard, jump out and hit him. Move the barrel across the chandeliers to the platform on the other side.



■ Push the bookcase on the left and smash the safe inside for some more clues, then walk across the bridge and smash the alarm on the other side.

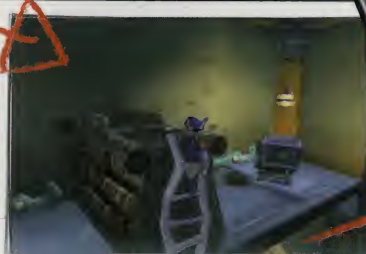
In the vault with a page of the Thievius Raccoonus you can learn a new super sneaky master thief move. The Dive Collection Technique helps you smash objects and collect everything inside quickly. To perform it, press **○** while you are in mid-air.

FAST DIVE
COLLECTION
TECHNIQUE

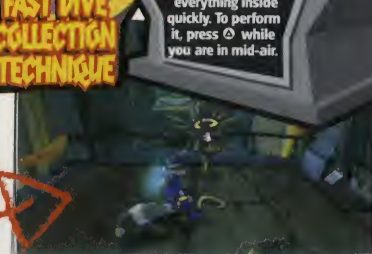
■ Sneak across the blue rug inside the barrel, then smash the two guns and collect any coins that fall.



■ Make your way back to the chandeliers and jump up onto the higher level, then look around to find three more high up clues.



■ Go towards the lift, climb the ladder on the side of the bookcase, drop down and enter the code **2-4-2** to open the vault and grab another page.



■ Head back across the chandeliers and over the bridge, then collect the Treasure Key from the end of the path to complete the level.

AREA 7 - THE GUNBOAT GRAVEYARD



» Use the Treasure Keys you have collected to remove the locks around the generator, and then smash the machine to turn off all the power.



■ Head all the way down the passage to the end, then continue along the path and climb the slope up to the top of the tower.



■ Slowly crawl along the thin ledge to collect an extra life, then crawl back to the tower and leap across the pillars to reach the rooftop ahead.



■ Use your sneaky thief move to hide behind the nearby chimneys, and then quickly kill the guard and enter the next exciting level.



■ Grab the hook and ride over to the platform ahead, then turn around and walk along the thin pipe to collect another Clue hanging in the air.



■ Drop down to the floor and walk across the bridge to the far side of the lava, then kill the beaver and smash the safe for the last two clues.



■ Dash back across the bridge and input the code **2-2-7** to open the vault and collect Raleigh's blueprints from inside.



■ Climb to the top of the machine and across the pipe, slam shut all the furnace doors and leap to grab the Treasure Key in the chamber beyond.



■ Walk along the bridge onto the boat, then quickly kill the guard and then collect all the clues and coins on the ship to add to your coffers.



■ Leap over to the floating platforms, then carefully jump across to the far side avoiding the searchlights and grabbing all the clues.



■ Kill the belly-flopping beaver and smash the alarm, then grab all the clues and climb the rigging to reach the platform at the top of the mast.



■ Leap up and grab the rope you can see ahead of you, then climb to the top and jump over onto the plane that is suspended in the air.

Inside the vault you will find a page of the Thievius Raccoonus and can learn a new super sneaky master thief move. The Coin Magnet Technique will help you to collect cash by simply walking near it.

COIN MAGNET TECHNIQUE



■ Go right and jump across the floating platforms then quickly kill the two beavers on the ship ahead and return to grab any clues you missed.



■ Break open the safe for the last two clues, then climb the rope and leap over to the platform ahead in order to find the vault.



■ Enter the code **7-1-9** on the combination lock in order to open the vault and grab yourself another page from the Thievius Raccoonus.



■ Jump and grab hold of the rope, then climb right up to the top and leap across to the platform in order to grab the Treasure Key.

AREA 8 - TREASURE IN THE DEPTHS



» Drop down from the rooftops and walk along the path smashing through the wooden barriers that are blocking the way.



■ Quickly kill the star-throwing beaver at the end and then grab all the coins you can find and an extra life from the floating platforms.



■ Enter the submarine at the end of the path and you will get a little reward - the chance to play a small mini-game on the ocean floor.



■ Use the left analog stick to move the submarine around the seabed, and use the right analog stick to fire your lasers at the chests and crabs.



■ Stop any crabs from running away with the precious treasure chests and keep blasting the chests to destroy them.



■ Towards the end the action gets pretty intense. You'll need to keep blasting the chests and keep your eyes open for fast moving crabs.



■ When all 40 chests have been destroyed, you can grab the Treasure Key from the rock in the centre and return to the surface.



■ Before unlocking the cannon, remember to grab both extra lives from the floating platforms and the thin ledge beside the tower.

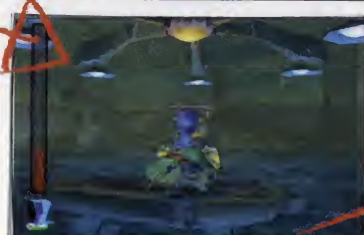
AREA 9 - THE EYE OF THE STORM



» Insert the seven keys to unlock the cannon, and then climb into the barrel to be fired up into Raleigh's airship to meet the boss.



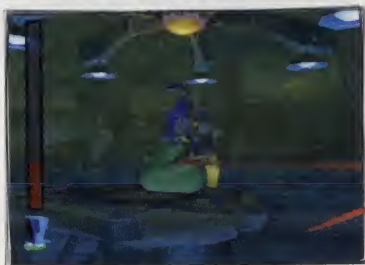
■ Raleigh grows huge and tries to squash you. Simply dodge his bouncing attack, then wait for him to shrink and spank him with your cane.



■ Raleigh grows again, and tries to squash you again. Move carefully to avoid his gut and then strike him hard when he shrinks back to normal size.



■ Raleigh's third attack is similar, but it's powerful enough to sink the platform he lands on. Jump around and swat him when he shrinks to normal size.



■ For his last attack Raleigh extends his tongue and spins to try and knock you into the drink. Hop over his tongue and smack the frog when he shrinks.



■ With Raleigh defeated you can plunder his vault and claim another page from the Thievius Raccoonus and then make your escape back to your hideout.



NEW SKILL

Inside the vault you will find a page of the Thievius Raccoonus and can learn a new super sneaky master thief move. The Ninja Spire Jump will help you to climb onto small thin ledges. To perform the move, simply jump into the air and press the **○** button.



SNAKE EYES

AREA 10 - A ROCKY START



► Grab the clues on the rocks to the left, and then climb the drainpipe to the right of the gate to reach the platform at the top.



■ Use your Ninja Spire Jump to leap the top of the lanterns, then drop down to the floor and kill the guard and grab the clues from inside the safe.



■ Climb the drainpipe and head across another set of lanterns, then jump down on the far side of the rocks kill the guard dog and collect some more clues.



■ Head left and hop across the floating platforms collecting more coins and clues, then use the hooks to swing back across to the bank.



■ Bounce on the mattress to leap onto the roof, then climb the pole and swing across the gap to the road ahead.



■ Quickly kill the guard dog, approach the fence and strike the brute that charges. When he's dead grab the coins and clues and leap onto the platform.



■ Take a look at the floor sensors ahead, then jump to the ledge ahead smash the safe and shin up the pole on the left to collect a rather tricky clue.



■ Wait for the floor sensors to flash, then dash through the carriage to the far side and smash the alarm into tiny pieces.

PowerStation WALKTHROUGH

» SLY COOPER AND THE THIEVIUS RACCOONUS

A ROCKY START

NEW SKILL

Inside the vault is a page of the Thievious Raccoonus, you can learn a super sneaky master thief move. The Explosive Hat Technique lets you use your hat like a mine then detonate it from a distance. Press the **○** button to drop your cap, then press it again.

EXPLOSIVE HAT TECHNIQUE



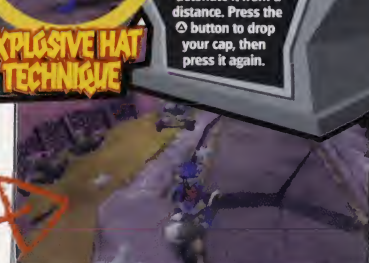
■ Grab the clues to the right and then whack the guard and climb the platforms, collecting all the coins you'll find along the way.



■ Use the mattress to leap onto the lanterns, then hop across to the rocky ledge and quickly kill the waiting dealer before he gets you.



■ Drop down onto the crashed vehicle, and then grab all the clues including this one, hidden on the very edge of the cliff. Be careful not to fall!



■ Kill the guard dogs and collect the clue, then dash underneath the crushers and collect the lucky charm from the car on the cliff.



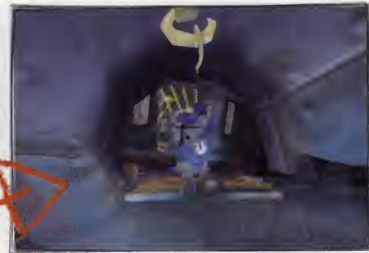
■ Defeat the brute that charges to attack, then smash the safe for more clues and continue along the road, fighting another duo of club-wielding guards.



■ Leap and grab three more clues on a platform on the left, then dash underneath the crushers and defeat another guard on the other side.



■ Grab the clue in the corner, and then head through the next carriage dodging the lasers and smashing the alarm at the far end.



■ Use the hooks to swing across the water, then dodge some more laser traps and smash another alarm to avoid getting frazzled.



■ Leap over to the pole ahead, then climb to the top and kill the dealer. Now grab all the clues in the area and head back down the pole.



■ Dash back through the carriages and swing back across the water, then dash underneath the crushers to return to the car on the cliff.



■ Grab the rope above your head, then crawl along to the ledge and enter 3-1-4 to open the vault and grab another page of the Thievious Raccoonus.



■ Run back under the crushers and through the carriages, then climb the pole and collect the Treasure Key to complete the level.

AREA 11 - MUGGSHOT'S TURF



» Use the Key to open the door ahead, then follow the passage right to the end and walk around the cliff path to the bridge.



■ Kill the guard on the bridge using your Explosive Hat Technique, then walk to the right and enter the carriage hanging from the crane.



■ Walk to the far side and let the carriage tilt downwards, then exit and smash all the boxes for some extra coins as well. Lovely stuff!



■ When you are finally ready, all you have to do is leap onto the waiting car and then jump into the portal to start the next gripping level.

AREA 12 - MURRAY'S BIG GAMBLE



► This level is another mini-game, where you must protect Murray while he moves across the level to collect the Treasure Key.



■ Use the left analog stick to aim the cannon and then use the \odot button to fire at the locked gate that stands in Murray's way.



■ Keep blasting all the enemies that move to attack your friend and make sure that you don't accidentally shoot him with a stray bullet.



■ Protect Murray all the way to the end of the path and he will grab the next Treasure Key for you - well, one good turn deserves another, eh?

AREA 13 - BONEYARD CASINO



► Head back through the carriage towards the bridge, then head immediately to the left and go into the Boneyard Casino.



■ Activate the switch on the left to open the doors, then head inside and crawl through the bushes in order to avoid the guard dog.



■ Jump onto the slot machines to avoid some more guards, then drop down and quickly collect the clues before leaping back to the safety of the slots.



■ Drop down and avoid the last guard, then collect the coins ahead and cross the bridge being careful not to trip the alarm.



■ Grab the clues on the other side of the bridge, then dodge past the spotlights looking for you and smash the alarm beside the plants.



■ Grab the lucky charm from the bushes, then press the \odot button and perform your sneak move to creep past the two machine gun-toting guards.



■ Use your exploding hat to kill the two guards, then grab the clues from in front of the desk and climb the pole to reach the chandeliers.



■ Jump across the lights grabbing coins and clues, then hop onto the nearby pole and leap over to the raised planting area.



■ Collect the clues hidden in the undergrowth, then drop down and kill the guard waiting for you by the blackjack tables. Serves him right for gambling.



■ Jump and grab the hook on the spinning house to claim the jackpot, then carefully dash past the floor sensors and kill the guard at the other end.



■ Smash the alarm and continue along the path, then kill the dealer and pick up any clues and coins you find in the immediate vicinity.



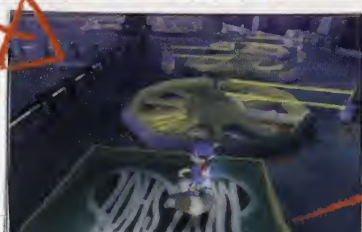
■ Jump onto the roulette tables and leap across the water. Once on the other side, smash the safe and grab the clues that are hidden inside it.



■ Leap over some more roulette wheels, being careful not to touch the floor sensors, then drop down to the level below and continue across the tables.



■ Climb the rope to the top and jump onto the chandeliers, then hop over the lights and drop down to the tables at the end, killing the waiting guard.



■ Go across the spinning roulette wheels, then smash the alarm at the end and leap over some more booby trapped wheels to reach another alarm.



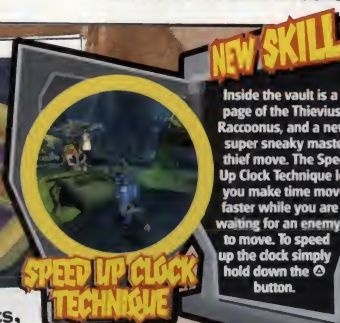
■ Smash the alarm and collect the clues, then climb the rope to the top and grab some more coins and another clue on top of the lights.



■ Climb back down the rope and enter 3-3-8 to open the vault and grab yourself yet another page of the Thievious Raccoonus.



■ Climb back over the lights, drop onto the huge Roulette wheel, then land on the green square three times to open the centre and grab the Key.



AREA 14 - AT THE DOG TRACK



» Smash the sign and climb the slope on the left then kill the guard and use the mattress to hop over the crashed car.



■ Use your Ninja Spire skill to leap across the lanterns, then kill another guard and head into the next level.



■ Murray has been challenged to a race and must take the podium in order to claim the Treasure Key Prize.



■ Use the left analog stick to drive the van, and press to use any Nitros that you collect around the course.

AREA 15 - TWO TO TANGO



» Drop down from the bridge and kill the guard, then unlock the wheel clamp and activate the jack to send the motor crashing through the wall.



■ Grab the coins from the destroyed wall, then head through the hole and follow the passage round until you reach a large staircase.



■ Kill the guards on the stairs, then head to the right and kill another guard. He is stood in front of the entrance to the next level.



■ Leap to the platform on the left and grab some clues, then hop back and climb the ladder and use your Ninja Spire Skill to leap back to the flagpole.



■ Jump and climb the pole to the rooftops, and then quickly kill the dealer and grab the three clues from the corner of the roof.



■ Take a huge leap across the gap and climb the pole to the top, then speak to the Foxy Inspector and make a dash to the rooftops on the right.



■ Smash the safe and collect the clues inside, then search the rest of the roof for more clues whilst dodging Inspector Fox's attacks.



■ Use the mattresses to leap onto the next roof, then smash another safe and use your Ninja Spire Skill to leap across the top of the neon sign.



■ Jump from roof to roof collecting coins, then take a huge jump and grab the rope over the roof ahead whilst still avoiding Carmelita's shells.



■ Drop down and smash the safe for more clues, then climb back up the pole and dash across the wooden platforms as fast as you can.



■ Grab some more clues on the next rooftop, then leap and grab the rope and climb all the way to the very top as it plummets groundwards.



■ Jump over to the balcony ahead and grab some more clues, then head inside the doors and collect some more items inside.



■ Follow the passage and kill another dealer, then avoid the spotlight and walk behind the guard to swipe him without raising the alarm.



■ Smash the safe and grab the clues inside, then use the mattress to leap over onto the flagpole and then hop onto the lights.



■ Drop down kill the guard and smash the safe on the other side of the room, then input 5-3-2 to open the vault and claim Muggshot's Blueprints.



■ Jump back across the lights and continue to follow the trail of coins, all the while avoiding the blasts from Inspector Fox's bazooka.



■ Climb the ladder at the end and hop onto the lights, then continue to dash across the platforms before they fall into oblivion.



■ Climb the ladder at the end and dash across the rooftops, leaping regularly in order to avoid the shots from Inspector Fox's bazooka.



■ Keep running and then use the mattresses to spring up to the final rooftop where you'll see the key is being kept inside a cage.



■ Continue to dodge the hail of bullets from the Inspector and smash your way into the cage with your cane to collect the Key inside.

AREA 16 - BACK ALLEY HEIST



» Climb the rope on the right-hand side all the way to the top, then use your Ninja Spire skill to leap across the lanterns and onto the lights.



■ Hop over the lights to the edge of the platform, then leap over to the right and lantern hop your way across to reach the next level.



■ Smash through the window to reach the balcony, then follow the path to the left and kill the guard dog waiting for you around the corner.



■ Leap over the sign and grab the coins you can see there, then collect the two clues and climb the nearby ladder all the way to the top.



■ Use the awning to spring yourself up to the next level and then smash the nearby safe to collect the clues located inside.



■ Use the awnings to leap all the way up to the top ledges, then climb over the sign on the left in order to grab some more clues.



■ Jump across the gap and kill the waiting guard, then take a huge jump and collect the clue in the air by swinging your cane at it.



■ Climb the ladder and kill the guard you encounter at the top, then drop down and use the awning to spring over the searchlight.



■ Land on the higher platform and smash the alarm, then climb the ladder to the top in order to collect some more clues.



■ Leap over the ladder and use the awnings to spring across the level, collecting the many scattered clues as you move.



■ Activate the signal repeater on the platform, then use your sneak technique to crawl along the wall and avoid being spotted by the searchlights.



■ Drop down and collect the coins, then walk behind the signs to avoid the lights and drop down to the bottom to pick up some more cash.



■ Leap over the searchlight and smash the alarm on the ceiling, then hop across the awnings and collect some more clues by swinging your cane.



■ Jump over the sign to reach a ledge, then quickly jump across the extractor fans that fall from under your feet collecting the coins and clues as you hop.



■ Smash the window and kill the guard then grab the clues and spring up straight through the ceiling by using the mattress.



■ Kill another guard upstairs, then grab some more clues and jump up to the next floor to grab more stuff that's guaranteed to come in handy.



■ Use your sneaky thief move to shin across the thin ledge outside the window, then grab the last clue from the platform at the end.



■ Sneak back to the building and enter 5-6-5 on the combination lock to collect another page from the Thievius Raccoonus.



■ Head back to the balcony and sneak back across the ledge, then creep nice and slowly down another thin ledge to reach the Key.



■ Smash the container you find on the very last platform in order to collect the Treasure Key and finally complete the level.

AREA 17 - STRAIGHT TO THE TOP



» Drop down to the staircase below, and then head along to the right and use the mattress to spring right up onto the lights above.



■ Use your Ninja Spire skill to leap across the top of the lanterns, and then enter the portal there to begin the last level.



■ Quickly kill the guard dog on the rooftops, then walk forwards and examine the glass panel in the middle of the roof.



■ Head over to the right and kill the dealer there, then smash open the remaining safes in order to grab some more clues inside.



■ Walk to the left and grab the clue from on top of the car, then crawl up the neon sign collecting all of the coins as you climb.



■ Hop onto the roof and grab another clue, then climb the next neon sign up to the top and leap across the tubes collecting the coins.



■ Drop to the roof when you reach the S, then grab all the clues on the roof and kill the guard dog with a swipe of your cane.



■ Jump and grab the hook on the water tower for a clue surprise, then smash the bottles hanging from the base of the tall tower.



■ Check the edge of the roof for some more clues on top of cars, then climb back onto the neon sign and jump across to the tower.



■ Leap over the tyres and collect a couple more clues, then climb the pipe, collecting more of those valuable coins as you do so.



■ Climb the neon sign at the top, and then wait for it to fall. Once it has done so, jump off the end attacking the waiting guards.



■ Climb the neon sign in the corner and leap onto the roof, then check the roof on the right to find a safe with clues inside.



■ Dash across the platforms behind the neon signs and then swing across the gap using the hook.



■ Crawl across the pipe collecting more coins, then climb up to the top and dash across to the pillar at the end.



■ Wait for the falling tower to smash through the wall, then quickly drop down and kill the waiting dealer.



■ Grab any coins and clues on the rooftop, then jump and collect the clue on the suspended car.

THIEF REPLICA TECHNIQUE

NEW SKILL
 In the vault is a page of the Thievius Raccoonus, and a super sneaky master thief move. The Thief Replica Technique enables you to make a cardboard decoy of yourself to confuse the guards. To deploy a dummy Sly simply press the button.



■ Jump onto the crane and follow the passage along to the extreme-most tip in order to collect the last remaining clue. Nice work!



■ Head back to the roof and input 4-6-8 on the combination lock to collect another page of the Thievius Raccoonus from the vault.



■ Dash back to the end of the crane, and then slowly but surely climb down the rope to stand on the giant wrecking ball below.



■ Swing your cane to start the ball moving, then wait as it falls through the glass below and enables you to grab the last Treasure Key.

AREA 18 - LAST CALL



► Drop down and kill the guards on the stairs, then use the Treasure Keys in order to open the locks on the secret panel.



■ Activate the lever to call the lift, then dash all the way back up the stairs and into the elevator. ride it to the top to meet the boss.



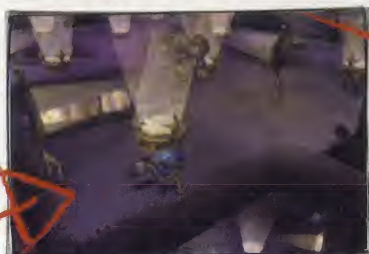
■ Muggshot has been told about your rampage through his city and is not too pleased to see you. In fact, he's pretty furious.



■ When he moves to attack, position yourself behind a crystal to avoid the bullets and then start to flip all the mirrors around the edge of the room.



■ When all the mirrors have been turned, Muggshot will climb onto a lift and ride to the second floor, where the battle continues.



■ Keep flipping the mirrors to light up the crystals, and when they are all lit Muggshot will climb up to the third floor for his last stand.



■ Use your Ninja Spire skill to leap across the lanterns, then turn all the mirrors in the centre to defeat Muggshot and claim your prize.

RACCOON RAIL WALK

NEW SKILL
 In the vault is a page of the Thievius Raccoonus and a super sneaky master thief move. The Raccoon Rail Walk enables you to slide along rails and trees like a skateboarder grinding ledges. To perform the move simply jump and press the button.

NEXT MONTH PART 2

■ Don't miss next month's issue of **POWERSTATION** if you want Sly to retrieve all of the Thievius Raccoonus!

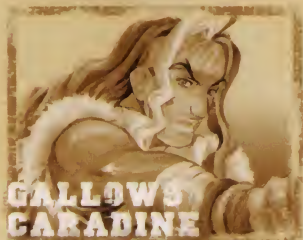
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Meanwhile, four strangers discover the strength in working as a team. They learn of an ancient prophecy determining the future of their eroded homeland. Setting aside their differences, they roam the lands and unlock the knowledge and mystical forces making their adventure their destiny.

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PlayStation®2

» GAME ESSENTIALS

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PRICE: £44.99



GUIDE WRITTEN BY: SAM MAXTED



Any questions about this guide? Contact me via:
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COMMENT

"FANS OF THE CHARACTER AND THE MOVIE WILL HAVE FUN"

P2#30 is out now, and available from most good newsagents

SPIDER-MAN

Play as Spider-Man as he battles super villains and put a stop to the Green Goblin once and for all...

THE MOVIE

Level 1: Search For Justice

Start by crawling underneath the eagle head you're standing on to find the first **gold spider**. You can find a **second** on a building almost straight ahead of your start point – it's guarded by two thugs and is located right on the edge of the level (01).

Look for a white-striped building with gold windows that has a maze of corridors on top. Swing towards your objectives and beat up any thugs you find. Your Elbow Slam combo is good for this, as it will get rid of them in only three hits. Keep moving to your objectives as they appear and smack around the odd bad



guy until you see a cut-scene. Take the **red spider**, then climb to the top of the building you're on. Swing ahead and to your right and you'll find another building with a maze on top. Kill the baddies and talk to the woman here (02), then head back the way you came and a little to your right again. Drop down onto the roof with a couple of thugs roaming around and take the **purse** in the corner. Return it to the woman on the previous building, then either clear the enemies from the rest of the rooftops or follow your compass and height meter to the warehouse. Simply touch the **large spider** on top of it to complete the level.

SECOND CHANCE

If you can't find a gold spider in a particular level, don't despair. Some of them will re-appear in more obvious locations, later in the game.



Level 2: Warehouse Hunt

Try to stay in the shadows in this level – your character's picture in the top-left corner of the screen will change when you've hidden successfully. Grab the **gold spider** in the corridor, then sneak up on the enemies in the next room, using the shadows. Take the **red spider** from the catwalk once they're out of the way, then open the door or shutter to the right of where you came in. Alternatively, you could try and sneak past the guards, keeping to the shadows (01), but this will be hard. Kill more enemies as you move through the corridor, using the items dotted around as weapons. Climb the boxes near the first glowing question mark to find a **secret area** and a **red spider** (02). Take the **blue spider** in an alcove in the corridor, then open the shutters at the end of it.

Kill the enemies that attack after the cut-scene, then pick up the **red spider** on top of the boxes. Go around behind the truck, jumping out of the way of the speeding forklift. Zip line up into

the vent, then turn off at the junction inside. Climb out of the vent and press the button, before going back in and past where the electricity was. Head into a pair of rooms now and get rid of the enemies inside, taking a **blue spider** from the second one. Head into another vent in the wall nearby, then

out at the far end and press another button. Go back through the vent now and into the previous room to find a vent cover lying on the floor. Use your zip line while standing on top of it, then kill the bad guy in the next room along. Be careful though, as he's stronger than any you've met so far.

Take the **fuse** from his body and place it in the console inside the control room, before heading through the shutter you opened.

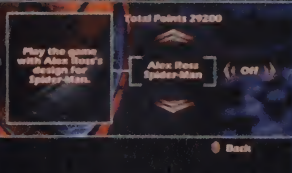
Kill the bad guys in here (03), then take the **red spider**. Head through the door that opens and you'll move on to the next level.



THE SECRET STORE

No game would be complete without extra features to unlock and *Spider-Man* doesn't disappoint. When going for infinite webbing, you may want to bear in mind that you can pick up more points by playing on higher difficulty levels.

SECRET STORE



10,000 points:
Pinhead Bowling in the Training mode.

20,000 points:
An extra movie in the gallery, featuring Vulture.

30,000 points:
An extra movie in the gallery, featuring Shocker.

50,000 points:
Infinite webbing.

Complete the game on Easy or above:
Unlock Peter Parker and the wrestling costume.

Complete the game on Normal or above:
An alternate design for Spidey's costume.

Complete the game on Hero or above:
Play as the Green Goblin.



KEY
Level 2
Warehouse Hunt

Blue spider	Question	Gold spider	Red spider
Electricity	Secret area	Switch	Thug

START

Level 3: Birth Of A Hero

Go up into the vents, climb out of the left one. Crawl over the ceiling, avoid detection and open the door by the question mark in the corner (01). Take the **gold spider**, then run into the question mark through the other door. Getting it without being seen is the **secret** for the level, but you may only be able to get it once. Zip line past the steam, take the **gold spider**, then fight the group of bad guys in the next room. This is tough, but there are several **red** and **blue spiders** around. Your new combo – Handspring – helps as it can hit multiple enemies (02).

Get the **key** from a fallen thug, then open the door with the flashing light. Take the **red spider**, zip line up the middle of the stairs. Go through the corridor to face Uncle Ben's Killer. Remember – the ceiling is your friend. He can't see or hit you up here if you avoid using impact webbing. You can keep track of the murderer from

Level 4: Oscorp's Gambit

Look around for the **red** and **blue spiders** on the rooftops and ledges – you may need them later. Follow Spider-Man's instructions and use your compass (01). Go back to the roof where you started and run into the **large spider**.

After the cut-scene, target the robot, drop onto a nearby roof and dodge its attacks until it either lands or hovers above the ground. Once it's within range, there are a number of techniques you can use to see it off, but one stands head and shoulders above the rest. Use your

here and sneak up before attacking. If you attack him head-on, he'll shoot you to pieces. When he throws a grenade, get out of the way as it blinds you for a while and leaves you vulnerable (03). If your health or webbing get low, there are **red** and **blue spiders** on the ceiling, against the walls. Once you've defeated the boss, the level will be complete.



webbing to fire at it from a distance – it's more powerful down here than it is in the air and it's easier to land a direct hit (02).

Continue using it against the robots as they attack, but hide behind the scenery so you don't get too many swarming you at once. Should you run low on health or webbing, go after one



or more of the power-ups you found earlier. The level will end after you've reduced the homicidal robots to smoking piles of scrap metal. As far as the 'Defeated HKs' objective is concerned, look for mechanical spiders crawling over one of the buildings after the second group of robots attack. Destroy them to get this bonus.

Level 5: The Subway Station

Run over to the security guard and protect him from the attacking bad guys. Concentrate on those going after him, as you can heal yourself later. Once he's safe, go up the stairs behind you, near where you started the level. Go into the door to your left and beat up a criminal (01), before moving to the next room and turning right to find one attacking a hostage. Grab the **red spider**, then go and help the guard in the large room you were just in. Go back into the main area and save the guard in the distance, ahead and to your right.

Watch the cut-scene, then run over and pick up the man with the punch button, putting him down in the circle marked by your compass. Next, head down to where the enemies are, opposite where you came in. Don't kill them yet, as there's a **gold spider** on the ceiling under the stairs they came from. Turn around now and head over to the left-hand side of the level. Go onto the short bridge opposite the escalators, then drop down to your left for another **gold spider**. Beat up the thugs chasing you, before heading down into the gate shown in the cut-scene, near where you started the level. Beat up some more bad guys here, making sure both guards survive. Once they've been dealt with, Spidey will chase the Shocker into the sewers.

KEY
Level 3
Birth Of A Hero

- Thug
- Question
- Ben's Killer
- Gold Spider
- Red Spider
- Blue Spider



KEY
Level 5
The Subway Station

- Thug
- Friendly
- Gold Spider
- Red Spider



Level 6: Chase Through The Sewer

Kill the thugs in the corridor, then beat up another around the corner to your left. Take his **key** and open the door behind you, crawling along the wall to the left to get past the water. Kill the enemy who starts shooting at you, take the **red spider** next to him and cross the water (01). Beat up some thugs at the junction, before turning left and getting rid of some more in the next room. Grab the **blue spider**, then make your way down into the area below you to find some more goons. Pull a pair of switches on the ledge surrounding the room and go through the door that opens, after

taking another **red spider**. Get rid of some more baddies in here then cross the water, heading to your left to see another cut-scene.

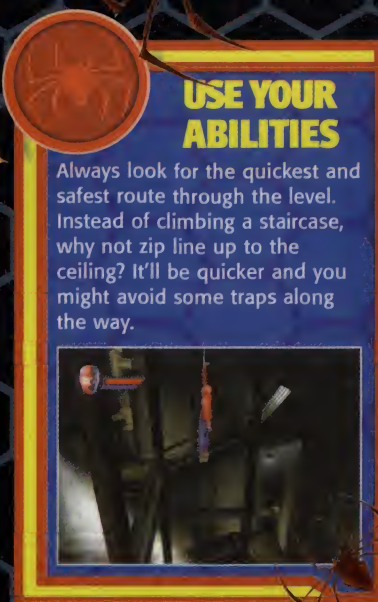
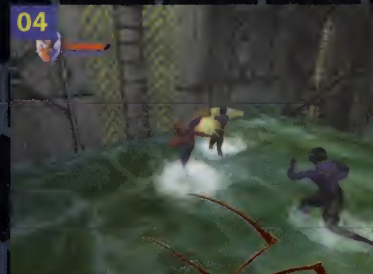
Beat up some more criminals and grab a **red spider** from the alcove, before taking out one more above the water pipe. Pick up the **gold spider** (02), then go into the corridor opposite where you came in. Get rid of the bad guys here and take the **crank** from one of them before looking around for a **red** and a **blue spider**.

Head back into the previous room now and reattach the crank under the flashing red light on the wall. Go through the pipe and kill some more enemies at the far end, climbing out and going up a ladder to find a room with a switch. Pull it, then go back through the pipe. Drop down into the water (don't worry - it's safe)

and enter the door to your left (03) to get a **gold spider** inside a **secret area**.

Go through the pipe again, then start off along the corridor. Keep moving, fighting as you go and taking a **blue spider** before you reach another water-filled trench. Head along it until you come to a large room filled with enemies. Take out the ones up above you first, as they'll shoot you from a distance.

Replenish your health and webbing with the **spiders** dotted around, then go back down to ground level and finish off the rest of the thugs (04). Get rid of some more when they appear and take the **key** from one of them. That done, drop into the nearby pit and open the door to your right, pulling the switch inside. Finally, go back into the main room and through the doors on the top floor to finish the level.



Thug



Red Spider



Blue Spider



Gold Spider



Switch



Secret Area

KEY

Level 2
Warehouse Hunt

Level 7: Showdown With Shocker

Move down the corridors, watching your Spider Sense to avoid the Shocker's blasts. Zip line your way from alcove to alcove, as running isn't fast enough (01). Things get even tougher as you approach the Shocker himself, as his rate of fire increases. When you've nearly caught up with him, he'll run and block the corridor. Take the **red spider** when he does, then pull the switch on the left to get the train to move out of the way (02). Go up the stairs behind it, then zip line to the right and grab the **gold spider** from the water before it floats off. Go down the stairs at the end of this section, over a set of train tracks and into a small corridor to face the boss.

Lock your camera onto Shocker, then keep the platforms between you and him so he can't attack. Ambush him when he jumps down to ground level,

then back off again and use the pillars to hide from him. When Shocker turns himself into a human whirlwind, get ready to pounce. After he lands, he'll be dizzy and you can use this opportunity to beat him to a bloody pulp. It's possible to attack Shocker at other times as well, but by far the easiest way to beat him is to repeat this process until he gives up. If you get low on health during the fight, there's a **red spider** in one of the corners to help you out.



Level 8: Vulture's Lair

Go into the next room and climb the stairs. Zip line up to the ceiling to avoid being blown up by the grenades. Stay on the ceiling as much as you can while you climb the tower, looking out for **red spiders** and dodging more grenades (01). Look out for mines and explosive spiders attached to the walls, too. The former aren't too bad, but the latter will chase you and blow themselves up. Keep on until you see a cut-scene, then look at the ceiling. Fire a zip line when the burning log is out of the way (02), then take a **red spider** before climbing up, out

of range of the fire. Enter the central area for another **red spider**, then carry on up the stairs.

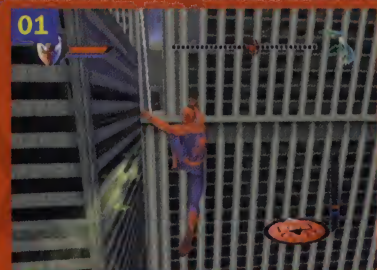
When the way is blocked, move into the central section of the tower, through a hole in the wire. Zip line to the ceiling to find another one and climb out. Fall through a gap in the stairs past here for a **gold spider** (03), then continue up. Beware when the music changes, because things will get dangerous. Mines, grenades and explosive spiders are everywhere – the best way to survive is to wall-crawl and zip line up the stairs as quickly as possible. Grab any **red spiders** you come across on your way, as you're probably going to need them. Eventually, you'll come to the top and Vulture will try to get away.



Level 9: Vulture's Escapes

Chase Vulture, dodge the projectiles he fires (01). Remember to hold the web swing button to move faster, but you can't turn. Also, using your web-breaking ability (jumping mid-flight, turning in the air and then swinging again) helps you corner more quickly. Remember that the faster you complete the level and the closer you manage to get to Vulture, the more points you'll score. However, if you let the super villain get too far away from you, the level will end and you'll have to start all over again. At two points in the

level, Vulture will attack a structure sitting on a nearby building – you'll have to land and web them up before they topple over onto the street below. That done, continue the chase – the level will end after a while, when Vulture realises he isn't able to lose you.



SIXTH SENSE

Watch for your spider sense – when it goes off, you're in extreme danger. Look around to see where it's coming from, but don't take too long. You'll only have a short time to react before it's too late.



START

Level 10: Air Duel With Vulture

There are two **gold spiders** – the first on top of the main building, the second on the lowest ledge, five or six spaces from the top of the height meter. There are also **red** and **blue spiders** about, so keep an eye out. Vulture has two power bars – one red and one blue. The blue one shows his ability to fly, which can be knocked by kicking and firing webbing at him from the air (01). Once the bar's been reduced to nothing, Vulture lands –

chase him and hit him while you can. This is the only time you can decrease his main, red power bar, so make the most of it. Knock him out of the sky several times to do enough damage to see him off for good.

Hitting him isn't enough – your dodging skills must be good too. Vulture has some attacks he hasn't used before – he chucks grenades and charges into you. Beware when he takes off after he's injured – if you're too close, you'll be knocked over (02). Once Vulture's been defeated, the level will be complete – well done on foiling the robbery!



Level 11: Corralled

Whether or not you're going to complete the level will probably be determined in the first minute or so. Both you and Scorpion will be attacked by a swarm of robot spiders that have a number of weapons at their disposal (01). The most dangerous of these is a short-range flame-thrower, which will kill you or Scorpion in no time flat. Fend off the spiders attacking Scorpion, ignoring the ones after you. After all, you can increase your health with the **red spiders** dotted around the car park, but he can't. Try and stay close to him as he moves around, so you can protect him more effectively. Your web yank skill will be useful here, for pulling spiders off the wall. Tying them up works well too, as they find it hard to break free.

The cars on this level can be picked up and used as weapons (02), but be careful not to get too close to them once they land. When they do, they'll explode a few seconds later. Once all the spiders have been defeated and Scorpion is safe, the level will end.

SWING INSIDE!

Don't be afraid to use your web-swinging ability while indoors. Sometimes, a well-placed swinging kick can take out whole groups of enemies at once.





KEY

Level 5
The Subway Station




Blue Spider Gold Spider




Red Spider Secret Area



Scorpion





Level 12: Scorpion's Rampage

This fight isn't easy, as Scorpion is a good match in hand-to-hand combat. Also, he can fire shots from a distance, including a very powerful one when he's sitting on a wall (01). As soon as he jumps up, use your web yank to get him back down. This is a good time to strike, as he takes a

second to react once he lands. Use your web gloves with this to do even more damage. You'll probably need to heal yourself during the fight – there are a few **red spiders** in the main area, but more inside the corridors, where level five ended (02).

There are some methods that can be used to defeat Scorpion – hand-to-hand combat is one. Web domes are useful when the boss is advancing, but you'll run out of webbing if you use them too

often. There are items around you can attack with during the fight, too – if you stay locked onto Scorpion it'll be much easier to hit him with them. At one point, you'll want to go after the **gold spider** in the main hall (03). It's easy to spot, but only if you know what you're looking for – it's sitting on top of the pillar that the Shocker broke earlier in the game. Once Scorpion has been defeated, you'll be free to move on to the next level.



HA HA... SURPRISE!

If there's only one enemy in the area, the best way to get rid of him is to jump and hold down the button, landing on his shoulders. You can pummel him into submission from here.



KEY Level 12 Scorpion's Rampage			
Red Spider	Blue Spider	Gold Spider	Scorpion

pieces, though punches will also work. The boss has one main attack – firing rockets at you. These can be destroyed with webbing, but it's better to avoid them altogether.

After a while, the Goblin will fly off – chase him down and grab a **red spider** floating in mid air on the way to a tower, which he'll attack. Land on the roof and use your webbing to repair the struts (02), then continue to fight your arch-nemesis. There are also some **blue** and **red spiders** on this building, should you need them. Once the boss has been damaged enough, he'll fly off again – chase after him!

Land on one of the small platforms that is attached to the bridge that the Green Goblin tries to destroy. Repair it with your webbing, just like you did on the tower.

You might also want to fire some shots at the rockets the Goblin launches at you, so you don't get knocked off the ledge. After all, it's hard enough to land on it in the first place. Once the bridge is repaired, start swinging again and attack the boss with everything you've got – feel free to use what's left of your webbing, as you won't need it again. The Goblin will run away once more now, into a large, open area. Fight him again and he'll try to get away, leading you to the next level.

Level 13: Coup D'etat

Start the level by rescuing Mary Jane from the top of the giant balloon. Web swing down to it, pick her up with the punch button and drop her off on the roof, marked by your compass (01). Watch the resulting cut-scene, grab a **gold spider** on top of the building you left Mary Jane on, then go after the Green Goblin. Avoid using your webbing on him, as **blue spiders** are hard to come by. Besides, you'll need it for something important later on. Instead, concentrate on kicking him to



Level 14: The Offer

Fight the Green Goblin, just as before. Save your webbing and use punches and kicks (01) – you'll need it later and blue spiders are scarce. Once the Goblin's blue power bar is depleted, his glider will be damaged and he'll escape into a nearby building. Grab a **red spider** or two from the roofs if you're low on health, then go after him. This is tricky – the Green Goblin has lots of ranged attacks and is a demon in hand-to-hand combat. The best way to hurt him is to use your web dome as he approaches. Or, you could use impact webbing, but he'll dodge some of it. Get the **gold spider** on the floor when you can. Don't be afraid to leave the building to find **red spiders** if you use up all those inside, as the boss won't follow. Don't take too long doing this though, or he'll get bored and run away. Once the Goblin's taken enough damage, he'll take flight once more. Start web swinging and fight him again, just as you did earlier. You could also try to get the 'ride goblin' bonus here, by jumping and holding down the button, landing on his glider (02). If you manage it, hammer the punch button to give him a good hiding. The Goblin will run off into a second building when his glider becomes damaged, so heal yourself up with **red spiders** before following him inside. Down here, you'll need to avoid the electricity-spitting pylons while you fight (03). Use different tactics this time around – stay a good distance away from him and dodge his grenades, while firing your impact webbing. Both **red** and **blue spiders** can be found on the ceiling, so use them when you get low on either health or webbing. Once the Green Goblin's power bar is empty, the level will be complete.



Level 15: Race Against Time

This level is tough – the time limits for disarming the bombs are tight and your web swinging must be spot-on if you want to reach them in time. Swing forward, following the compass and height meter to the first bomb (01). Avoid flying through the spotlights, this makes more robots attack. Also, hold the web swing button while in the air, as this increases speed. Land next to the bomb on the first roof and tie up



the enemy above you if you have time. Use the punch button to defuse the bomb, then go to the right. Move around the left side of the building in front of you and increase your height. Land halfway along the side of the building, on the ledge, grab a **red spider** before defusing the bomb between the towers (02). Take a **blue spider** if you need to, then swing straight ahead again. Decrease your height as you approach the next bomb and try to land beside it. Defuse it, then turn round and go to your next target. Avoid the spotlights and mechs as you go – there are plenty here. Defuse this chain of three bombs as fast as you can (03) – you won't have time to stop and web up any robots. Be careful with the final bomb, as sometimes a spotlight is centred on top of it. If so, you'll have to wait a second or two for it to move on.

Swing off as soon as you can to get away from the mechs, then move towards your final target. The time limit won't be such a problem here – it's the enemies attacking you and the large number of spotlights scanning the sky that will cause you concern (04). You're probably low on health by now, so give the mechs and lights a wide berth as you head towards the bomb in the distance. Land right next to it and defuse it to finish the level.



Level 16: The Razor's Edge

This level is fairly easy. There are very few power-ups, but you shouldn't need them. Fight off the razorbats by locking on, swinging at them and launching a kick (01). If you line yourself up right, you can take out several at once. It may also be an idea to jump, breaking your web, and attack with punch or kick. This launches a homing attack that takes out one of the bats if you're close enough. Keep fighting until you've destroyed a total of 50 bats. At this point, the end of the level will appear on your compass. Head over to this point and touch the **large spider** in the alcove to complete it (02).

Alternatively, you may want to spend a little longer fighting the razorbats – if you get rid of more than you have to (we're not sure how many, exactly), you'll score bonus points at the end of the mission.



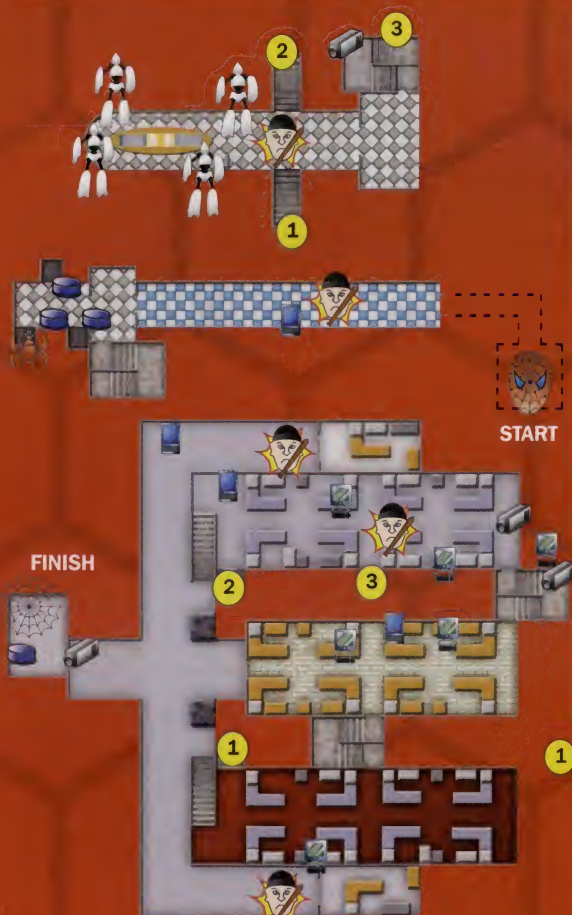
Level 17: Breaking and Entering

Run through the vent and watch the cut-scene, then zip line to the ceiling. Crawl past the guard below, then open the door at the end of the corridor when he's not looking. Dodge into the lift lobby to complete a nonsensical 'secret'. Press the button to the right of where you came in, then one opposite it on the left-hand side, and a third by that. The three lifts should open (01). Take the **red spider** in the final lift, then go back to the previous room and through the door behind the camera. Zip to the ceiling, then open the door at the top of the stairs.

Watch the cut-scene, move into the room and zip line to the ceiling. Cross it, staying in the shadows as much as you can and go down to the **gold spider** (02). Look for a computer that's switched

on, then tie up the guards before using it. Go through the door opposite where you found the gold spider. Climb the stairs and open the door, dodging the camera inside. Tie up the guard and use two computers. Be careful though, as he breaks free soon after you've finished with the first machine. Tie him up again before you activate the second PC.

Go out of the door at the end of the room and hop onto the ceiling, turn right and move into similar room. Make use of two more computers, then go back into the raised corridor at the end of the room. Turn right, towards the blast doors, dodging the camera protecting them. Go inside and use the panel – you'll need to enter the pieces of code here that you found on the computers. The blue piece goes on the left and the red piece with the circles goes on the right. In between, you'll have to place the pieces so that the colour changes gradually from blue to red. Once you've entered the code correctly, the level will be complete.



1 Numbered doors lead to one another



Level 18: Chemical Chaos



Open the door using the panel, zip line onto the ceiling outside. Turn right and go down the left turning at the junction. Go past the **red spider** on the ground into the door on the left, dodging the guard. Zip line past the lasers here, stopping before you reach the camera. Move up onto the right wall now and thread your way through the laser beams (01). If you need to switch walls to get the **red spider**, zip line between them. Move onto the ceiling again when you pass them, then turn left at the junction. Go into the door at the end of the corridor and watch the cut-scene, listening carefully to what's said.

Press the button in here, then go back into the corridor and onto the ceiling again. Drop in front of the door near the junction, then press a second button inside. Back in the corridor, go into the glass door between the control rooms. Go through this room to see another cut-scene. Use the control panel with the

letters 'A' and 'B' above it (02), then take the **blue spider** before going back out into the corridor.

Go left and take the **gold spider** on the ceiling above the door, left at the junction. Go through the door, watching for a patrolling guard. Zip line across to the shelves on the far side of the room, avoiding the lasers and cameras. Take a **blue spider** if you need one, then zip line down to the door, avoiding the camera above it. Go through this room, grab the **red spider** and open the door on the far side with the flashing panel next to it. Zip line through the lasers when a gap appears, then get rid of the guard in the back corridor, near another **red spider**. This is the best place to ambush him, as there are no alarms. Head into the room opposite the one marked with a 'D' for another **gold spider**, before going back into the corridor. Flick the switch in room C, then try the door to room D to see a cut-scene.

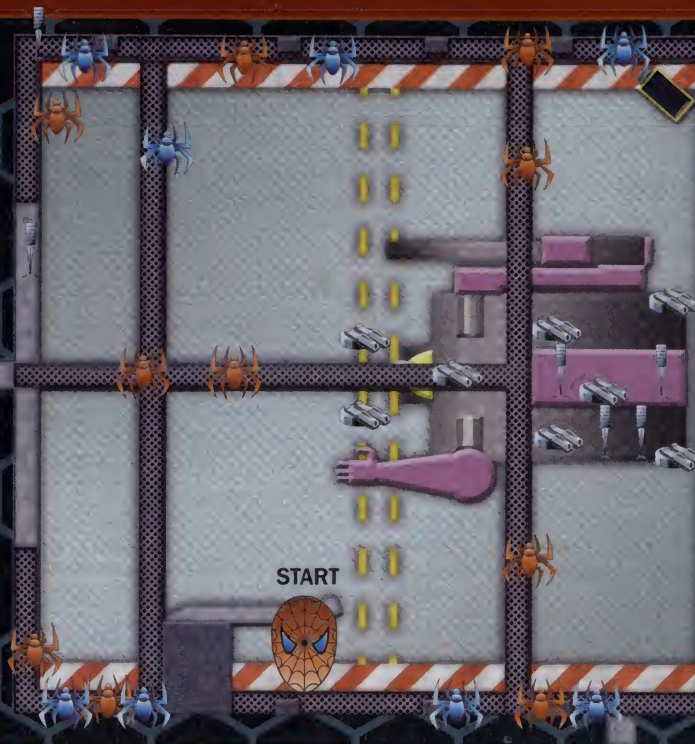
Zip line up to the ceiling to avoid being spotted, then watch another cut-scene and splat Dr Rue with your impact webbing when the robot's out of sight. Take the key the scientist dropped, then enter room D and flick the switch. That done, head back through the lasers at the start of this area, zip lining past them. Make your way back to the central chamber now, where you had a choice of control panels earlier in the level. Use the one marked with a 'C' and a 'D' to complete it.



Level 19: *Oscorp's Ultimate Weapon*

There are lots of **red and blue spiders** on this level – in the corners furthest from the mech and under the gantry near the ceiling (01). These are safer to get, as if you stray too far from the boss he'll fire a cannon at you. He's pretty accurate and two hits can kill you, even if you're at full health. You need to keep close enough so as not to be hit by the cannon (02) and far enough away so that the turrets keep missing you. Your first job here is to destroy the shield generators. Do so from the air, using your webbing. You can land and kick them to pieces, but you'll take

too much damage for it to be a real option. You'll lose more than half a health bar destroying just one of them and will need to heal yourself immediately afterwards. Another tactic is to fire webbing at the generators from up on the gantry. You'll be safer still up here, but hitting your target might prove difficult. Regardless of which method you choose, try to avoid fighting the small, flying robots as much as possible – if you destroy one, another will take its place. Once all the generators have been destroyed, the boss itself will be vulnerable. You must swing towards it and land on its neck, where the shield was before. A few well-placed punches and kicks will make it explode, creating a hole in the wall for you to escape through.



Level 20: *Escape From Oscorp*

Turn down the corridor to your left, go all the way to the end and into a small room. Destroy the super soldier inside, then use the large computer in the corner (01). That done, head out into the corridor again, following it all the way along to an identical room at the far end, on the opposite side of the level. Tie up or kill the super soldier inside, then use the large computer to turn off the gun turrets.

As a whole, it is probably best to run rather than fight in this level, unless you're going for the 'super soldiers killed' bonus – they're just too powerful to take on effectively. Also, make sure you keep an eye out for the **red and blue spiders** dotted about the place. There are plenty around, including a number inside the office cubicles (02). You shouldn't have too much trouble health-wise, unless you get stuck in the corner with a large group of robots.

Head into the large room next to the one you're in and go down to the far end of it. Press the button on the right-hand wall, then enter the door behind you. Drop down past the stairs and open the next door, before tying up a super soldier on the far side. Press the button on the wall and wait for the door to open, then swing as fast as you can down to the far end of the corridor, past more waiting bad guys (03). When you get close enough to the vent, the level will be complete.





When the Green Goblin is unlocked by completing Hero difficulty, it gives the game a whole new lease of life. His controls are completely different, and the way in which you play the game can change dramatically. However, it's tough to unlock him by normal means, so here's a quick and easy way to do so:



- 1Enter the 'ARACHNID' code in the Cheat menu.
- 2Start a new game on either Hero or Super Hero difficulty.
- 3Go back to the main menu and select 'Conclusion' from the Level Warp screen.
- 4After the end sequence, select the Green Goblin from the Secret Store, start a new game and choose not to reset your bonus points.

Level 22: Face-Off At The Bridge

Start by swinging straight in front of you and pick up Mary Jane from the platform, using the punch button (01). Turn around and jump off the bridge now, heading towards the target near the police barricade. Drop her off by pressing punch again, then get ready to fight. Swing-kick the Green Goblin and dive at him by jumping nearby, then pressing either punch or kick. His blue power bar will deplete rapidly this time around and he'll be forced to land. When he does, avoid being dragged into hand-to-hand combat, as



Level 21: Mary Jane Kidnapped

There's not much that can be said about this level, apart from that it's like 'Vulture Escapes'. Chase the Green Goblin, making sure he doesn't get too far away (01). Dodge the mines he leaves behind by staying slightly to one side of his path. Don't get too close to him, or you won't be able to dodge them.



You may not be able to keep up with the Goblin, so why not cheat? There are several points where he flies around a building, making a U-turn. Instead of following him all the way around, learn where he does this and cut him off. You'll make up quite a bit of time this way (02). Avoid breaking your web by jumping during this level as it will really slow you down. After a certain amount of time, the Green Goblin will fly off again, leading you to the final level of the game.



this is where he's strongest. Be sure to watch out for his glider as well – it will ram and shoot you of its own accord.

Once the Goblin's grounded, attack from a distance, either by throwing cars or firing impact webbing. This shouldn't be too hard, as his grenades are fairly easy to avoid from this far away. Alternatively, you could stay in the air and launch kicks at him as you swing by. The boss will jump back onto his glider every so often and you'll have to knock him to the ground again (02). If you get low on health, there are several red spiders dotted around the bridge, including one near where you rescued Mary Jane and another on a similar platform, on the other side of the level. Just keep plugging away and you should be able to defeat the Green Goblin – you've fought him often enough before, after all. Now that you've finished the game, do as Spidey says – go outside and play!



Red Spider

Friendly

Blue Spider

Green Goblin

KEY

Level 22
Face Off At The Bridge

SPIDEY CHEAT CODES

Enter the following codes in the cheats section of the Specials menu to add a little spice to the game:

CAPTAINSTACEY

Play as Captain Stacey.

FREAKOUT

A costume similar to the Green Goblin's.

GIRLNEXTDOOR

Play as Mary Jane.

HERMANSCHULTZ

Play as Shocker.

KNUCKLES

Play as a thug.

REALHERO

Play as a policeman.

SERUM

Play as a scientist.

STICKYRICE

Play as Uncle Ben's killer.

THUGSRUS

Play as one of the Shocker's goons.

SPIDERBYTE

Knee-high character.

GOESTOYOURHEAD

Big head and feet for Spider-Man.

JOELSPANUTS

Enemies have big heads and feet.

ARACHNID

Everything in the gallery is opened, as well as a level select.

IMIARMAS

All levels available in the Level Warp menu.

ROMITAS

Opens up a Next Level option in the pause menu.

HEADEXPLODY

Opens the hidden training levels.

KOALA

Unlocks all combat controls.

ORGANICWEBBING

Infinite webbing.

DODGETHIS

Slow-motion combat.

BEHINDTHEMASK

Play from a first-person view.

CHILLOUT

The Green Goblin's glider doesn't overhear.

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WRITTEN IN.

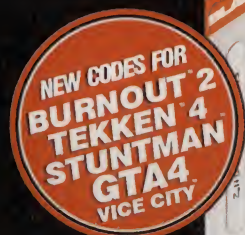
FACT

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All sorts of strange surprises can be found by interacting with bits of scenery in the game, from amusing effects to secret rooms...

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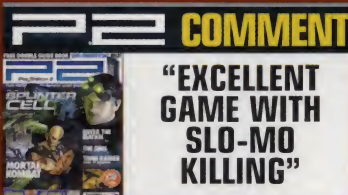


GUIDE WRITTEN BY: SAM MAXTED



Any questions about this guide? Contact me via:
EMAIL: samm@paragon.co.uk
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PowerStation SECRETS

BONUS LEVEL

Complete the game on the 'New York Minute' difficulty setting to unlock a new bonus level where you have to kill lots of enemies in bullet time.



PowerStation CHEATS

INFINITE HEALTH

Pause the game, then press **x2**, **x2**, **x2**.

ALL WEAPONS

Pause the game, then press **x2**, **x2**, **x2**, **x2**. This also gives you full ammo and eight Painkillers.

LEVEL SELECT

Press **Start** during the game to return to the main menu, then enter **↑, ↓, ←, →, ↑, ↓, ←, ↓**. Note: This cheat only works once you've completed Chapter 1 of Part 1.

FREE CANS

LOCATION:Part 1, Chapter 1
You can get several cans out of the vending machine in this level, just before the start of 'So Much For Being Subtle'. Press **x2** whilst close to the machine to make it spit them out. When it stops giving you drinks, you can always smash it.



ARMED RATS!

LOCATION:Part 1, Chapter 2
Cheat yourself a grenade with the 'All weapons' code and throw it into the hole in the wall at the start of the level. A little further on, after you kill several guards on a platform, go up the stairs to find a group of rats... carrying pistols! Be careful, as they'll try to kill you – and being so small, they're difficult to hit. There's no real reason to activate this secret (it gets you shot at a lot more), apart from the fun of it.



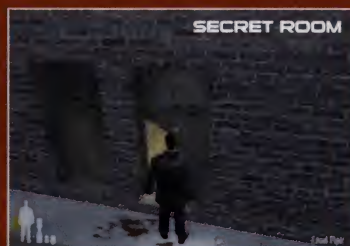
SHUT IT UP

LOCATION:Part 1, Chapter 2
Shoot the siren overhead in the central bank vault to shut it off – Max will even show his appreciation for your actions.



CASH REGISTER

LOCATION:Part 1, Chapter 2
You can shoot the cash register in the ticket booth at the start of 'Stepping On Toes' to get it to open – trying to use it normally will just result in a loud beeping noise.



SECRET ROOM

LOCATION:Part 1, Chapter 3
Past Rico Muerte's room and beside the sofa at the end of the corridor, you'll find a boarded-up door. Smash your way through it, then go out of one of the windows, onto the bloodstained ledge. Turn right and walk along it, then break through the boarded-up window. You'll find a reference to *Buffy The Vampire Slayer* here (a mobster with a wooden stake in his back and 'Buff' written in blood on the floor), as well as Painkillers, Molotov Cocktails and various types of ammo.

PLAY GAMES

LOCATION:Part 1, Chapter 4
You can use some of the machines and games in the club, such as the one-armed bandits and the roulette table.



ELEVATOR MUSIC

LOCATION:Part 1, Chapter 6
Shoot the speaker mounted on the ceiling of the lift inside Luigi's Laundry to get a "thank you" from Max.



SECRET ROOM

LOCATION:Part 1, Chapter 6
After you jump out of the window from toilet-man's room, turn left and go to the wall at the far end of the roof. Turn left again here and jump through a second window, into an apartment plastered with *Soldier Of Fortune II* posters and a large number of Pump-Action Shotguns lying around.



NE

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IN THE BASKET

LOCATION:Part 1, Chapter 7
On the basketball court at the start of 'Ice Hard And Slick', you can find a Beretta hidden up inside the net.



ON THE STAGE

LOCATION:Part 1, Chapter 8
The stage area in 'An Empire Of Evil' has a number of interesting things hidden around. Stepping on the guitar lying on the floor will make a noise and Max can use the drums and microphones sitting on the stage as well. But that's not all – the pyro control console next to the one that operates the board at the back of the stage will set some fireworks off for you to see.



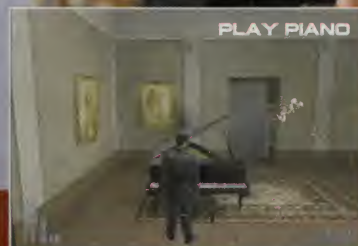
CRANE CONTAINER

LOCATION:Part 2, Chapter 2
When you reach the crane, climb up to the control booth and jump onto the thin, open door to your left. Jump onto the roof of the control booth from here, then again onto the crane's arm. Go up a short way, then jump onto the nearest container to your left. One of the containers sitting here will be open and contains some Grenades, ammo and Molotov Cocktails.



WHEEL TURN

LOCATION:Part 2, Chapter 3
When on the bridge of the Charon, you can turn the ship's wheel. It doesn't serve any real purpose, but it's a nice added touch to the game.



PLAY PIANO

LOCATION:Part 2, Chapter 5
The grand piano is in full working order and you can play a little tune. If you shoot the pole holding up the lid, you'll break the piano and it'll need some serious repair before anyone can play Chopsticks again.

SPRAY CANS

LOCATION:Part 3, Chapter 1
As you know, you are able to get free cans from the vending machines, but unfortunately Max doesn't like fizzy drinks. Instead you can blast the cans and watch them spray their contents all over the floor.



SECRET ROOM

LOCATION:Part 3, Chapter 4
Climb the barrels at the ramp leading down from the roof of the car park, then jump up to the roof via the nearby air conditioner. Turn a little to the right here and shoot out the metal panel that's a slightly different colour to the others. Go through and drop through the grille in the floor to find a room with a Sniper Rifle, Ammo and a radio with audio from the game's production team.



MAKE IT SO

LOCATION:Part 3, Chapter 5
In the office, shoot the small picture on the wall, next to the cabinet with the Painkillers, Desert Eagle and Ammo inside. Press the button behind it when it falls down, then go down the hole that opens up under a sofa. Use the keypad by the door down here, then turn left inside and open the cupboard to see something... interesting. If you turn around into the previous room and turn on the TV, you'll be treated to a sequence where the developers take off *Star Trek*.

PICTURE SWITCH

LOCATION:Part 3, Chapter 6
Use the laptop on the table at the start of 'Clean Up Duty' to change the picture on the large screen at the front of the room.

GLASS FLOOR

LOCATION:Part 3, Chapter 8
In the office where Nicole runs away, there's a button on one of the pillars, on the right-hand side of the room as you face the desk. Press it and a window in the floor will open, letting you see the room below. Don't worry, though – it's safe to walk on.



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urban survival™

A full-page illustration of Harry Potter and his owl, Hedwig. Harry is in the center, wearing his school robes and glasses, holding a wand that emits a blue magical spark. Hedwig is perched on his shoulder, looking forward with yellow eyes. The background is a dark blue sky with white clouds and a bright light source on the left.

PSone page 76
Get to the end of
this great
wizarding game
with part two of
our full guide!

PS2 page 84
We've waved our
magic wand to
bring you the rest
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Harry Potter

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QUIDDITCH

GUIDE WRITTEN BY: MIKE O'SULLIVAN



Any questions about this guide? Contact me via:
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After leaving Herbology, you'll meet an owl that drops a letter. Read it, and go to Quidditch practice by taking the right-hand corridor as you come out of the Herbology room. Follow the owl to the practice pitch and complete the simple test. Keep pressed down to go as fast as you can, and it should be easy to get your gold wings and 25 house points into the bargain (01). It's advisable to continue your training, as there are gold wings and extra house points available for good scores, which will come in handy later (02). The best way to steer your broomstick is with subtle movements of the d-pad to line yourself up. Veering wildly from side to side costs time, so being gentle with the controls pays dividends. Once you've done enough training, leave and head off for duelling practice.



* Complete the simple challenge.

SICKLY RON



When Ron is ill, keep close as he runs for help. If you fall back, you'll lose him and must start over. When you reach Hagrid, you'll find a game like the one at the start with the ghoul. Move the bowl under the worms Ron belches out, then empty it. It's best to do this is after catching a slug to the left of Ron, as you'll waste less time (01). You don't have to wait until the bowl is full to empty it either. Once this gruesome task is done, it is time for Defence Against The Dark Arts class!



* Stick with Ron when he gets ill!

DUELLENG PRACTICE



As before, the best technique you can use here is to stand at the front of the court to fire your shot, and then run back in order to dodge your opponent's efforts (01). It's quite simple when you know how, isn't it!



* Use the same technique as before.

GODRIC GRYTTINDOR

You will be awarded this founder Witches and Wizards card for winning all the house shields and cups. To do so, you need to get to Herbology and Defence Against The Dark Arts in record time, and score an A grade in each exam.



* Complete the button-pressing task.

DEFENCE AGAINST THE DARK ARTS



Follow Hermione, to the lesson. Before going in, there's a Wizard card you might want [Jocunda Sykes]. Take on the assault course that you are faced with in record time to get the dark arts race card. You don't have to be that fast – wait and see where the next platform appears rather than trying to guess and risk messing up (01). Get to the lesson, and you have a button-pressing task like in Herbology (02). As before, get a grade A to get the Defence Against The Dark Arts Cup – if you've won other cups (two from Herbology, one from getting to Defence Against The Dark Arts) a Founder Wizard and Witches card will be in the common room! [Godric Gryffindor]



JOCUNDA SYKES

Right of the door to the Defence Against The Dark Arts class is a secret bookcase (the one at the foot of the stairs). Go through and push the two columns near to each other. Climb to the top using the pillars and the tables and go through the door to find the card on the roof.

CATCHING PIXIES



Catch the pixie by charging up your wand, and then stun him. Then use levitation to get the little blighter into the cage. That done, follow Ron upstairs for some **Every Flavour Beans** and a health potion. In the next room there are two more pixies – you need to be quick in order to get them both into the cage at the same time, otherwise they recover and escape before you can close it. The best method is to stand close to the cage and stun both pixies before levitating them into the cage one at a time (01). Once you have accomplished that, slide down the polished floor in the next room to face three pixies. It is best to concentrate on these one at a time, stunning one and then levitating it into the cage. When all three are dealt with, slide down another corridor to finish this section. You'll be awarded more house points, and a count will be taken to see who is in the lead as far as house points are concerned. If you've followed this guide closely, Gryffindor should be in the lead by a distance! There's also a Wizard card nearby if you are interested [Bertie Bott]



BERTIE BOTT

Between the front hall and Professor Lockhart's office, there is a yellowing portrait above a bookcase. Press (O) in order to swing the bookcase round. In the area behind it, you'll find loads of beans – follow it all the way to the end to find the card as well!



NEARLY HEADLESS NICK'S DEATHDAY PARTY



After the deathday invite, you find yourself outside the common room. Go in to collect the card you won earlier and you'll also get the chance to buy five new witches and Wizards cards for 50 **Every Flavour Beans** each – you should have more than enough by now! [Five Witches and Wizards] That done, return to Nearly Headless Nick and follow him to the dungeons. Inside, kill the knight who attacks – you'll need to hit him twice with a fully charged up **Incendio** in order to kill him – and go through the door to the right of the chasm to reach the slug pit (01). Inside, fire as many shots as you can from the safety of the doorway, then move into the room (careful as the floor is slippery) and finish off the other slugs. Go through into the storeroom and kill the snails for some **Every Flavour Beans**. Enter the lever room and pull the switch (02). A platform appears, allowing you to cross the previously uncrossable chasm. Some **Every Flavour Beans** also appear, so you should grab them as well. Return to the slug pit again and take the door directly opposite you as you enter to pull another lever and get more **Every Flavour Beans**. Leave the slug pit and return to the dungeon pit. Use the platforms to jump over to the left-hand ledge, then drink the health potion if you need it, and grab the **Every Flavour Beans**. Use the other platform to reach the far end of the room, where you can join the party. When Peeves steals the present, charge up **Flipendo** and try to hit the little swine as soon as he appears. If he throws any food at you, shoot it down before it hits you otherwise you'll lose energy.



EDGAR STROULGAR

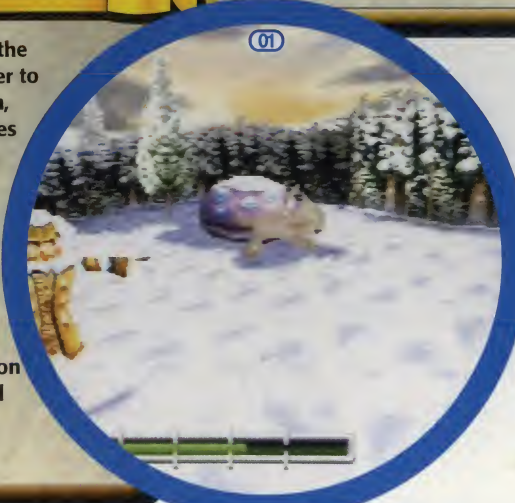
Muster up a score of over 800 when degnoming Hagrid's garden and he'll reward you with this card!



POTION MIXING



Once the potion class starts, simply hit the buttons in the order they appear in order to start the cauldron. Once that's over with, Hagrid asks you to rid him of the gnomes in his pumpkin patch (01). As before, hitting targets scores you points. The scarecrow is worth 200 points, the large upturned wooden barrel is worth 150, the purple mushroom is worth 100 points and the bird table is worth 250. The bird table is the hardest to hit, as you need to aim spot on and use only a fraction more power than the minimum Harry can throw (where the bar turns from orange to green) There's a wizard card up for grabs in this section too [Edgar Stroulgar] Set a decent score and Hagrid will give you the boomslang skin you need, before sending you off to play Quidditch.



FIVE WITCHES & WIZARDS

It's your lucky day! For 50 **Every Flavour Beans** each, you can buy Ignatia Wildsmith, Greta Catchlove, Chauncey Oldridge, Herpo the Foul and Paracelsus! If you don't have enough for them all, you can get more from the common room whenever you have got enough Beans, by talking to the boys there.

QUIDDITCH MATCH



Follow Malfoy and barge him whenever the message to do so appears. Keep **Q** held down for the most part, but be careful during the sections where you dip beneath the stands (01). After you've barged Malfoy a few times you will get to chase the snitch and grab it for yourself. Provided you did all the training earlier, this shouldn't prove too tricky. Once done, it is off to Diagon Alley



★ It's time to beat Malfoy!



01
 ★ Cast Flipendo on the wobbling box.

ADALBERT WAFFLING

After Ron tells you that Hogwarts is like a maze, go through the secret bookcase on the right. Kill the two knights and go through the door, then use the floating platform to reach the high ledge. Follow it all the way round to the end to get the card!

BACK AT HOGWARTS



After talking to Hermione, follow Ron until he says to meet at the common room later.

There is a wizard card nearby [Adalbert Waffling] Go through the door after this conversation, but don't follow the carpet – head straight on into the knight's room. Get the **Every Flavour Beans** from the first room, then do the same in the second – but look out for the knights who attack if you're too slow. There's a wizard card to collect [Harry Potter] Head back out and follow the carpet again. You'll bump into Ron, so follow him to the front hall. Go down the stairs and talk to the other pupils, then enter the great hall and duel with Malfoy (01). The best way to beat him is to hide behind the candles and use the special charms that pop out when his shots hit them. Once he's beaten, you'll be up against a serpent, and this time there are no candles to hide behind. However, it is a slow opponent. After it has slithered into position, start charging up **Flipendo**. As the creature pulls itself up to its full height, release your spell and move out of the path of any counter attack. It shouldn't take much of this before the creature can be beaten.

DIAGON ALLEY



After confronting Malfoy, enter the Apothecary's shop to find pixies running amok. This is like facing Peeves – you need a quick trigger finger to get the pixies in the time limit. They appear from both sides of the table, so aim in the middle to target them quickly when they appear. The Apothecary rewards you with some leeches. Cross the street to the Magical Menagerie, to catch the lace flies. Look for a wobbling box – the flies often start on the far right of the lower floor. When you see it wobble, cast **Flipendo** and the flies will leave it (01). You can now target a fly and cast **Flipendo** again. Follow the flies to see which box they go in. You should see which floor they go to (they hide in the same box). This shouldn't take long, but if you fire too often at the wrong boxes you must start again. Take it slow and steady; there is plenty of time to catch them all. Do it right and you get a fly to keep. Leave the shop, go left to meet Hagrid and return to Hogwarts.

SLYTHERIN SECRETS



After the fuss about whether Harry is the heir of Slytherin, your spell is cast with Hermione and Ron. Follow the Slytherin through the door, keep close or you won't be able to get into the common room (01). The path is slippery so be careful on tight bends – pointing the d-pad backwards slows you down at tricky points. Once you've completed this, you enter the girls' loos where a ghost throws things at you (not again!) This is like the previous mini-games, but tougher. Keep your aim high to block the toilet brushes that are thrown, and have a few pops at the ghost in between efforts. (02)



01
 ★ Keep close to the Slytherin



02
 ★ Fight the ghost in the girls' loo!

CASSANDRA VABLATSKY

In the knights room, go through the bookcase beneath the portrait. Go through the door at the top of the stairs. Climb along and up to the pressure pad then return to the ledge with the bubbles and use them to reach the next pressure pad. Put the plant on the pad to reveal the card!



01
 ★ Beat Malfoy in a duel in the Great Hall

GASPARD SHINGLETON

By the east wing and the hall is a grey wall. Go through, Flipendo pillar to the left. Kill rats, Flipendo to right. Kill knights (hit one with the shield when he puts out his arms). In room pull lever. Hit pillar in room and climb up, stay on till it reforms, jump to moving platform, then get the card.

CRISPIN CRONK

Crispin Cronk can be won by scoring an A grade on Verdumillious Duo. Wizard!

LEARNING VERDIMILLIOUS DUO



After you have been summoned to a lesson by Gilderoy Lockhart, you might want to take the opportunity to grab a hidden card before going [Harry Potter] When you are ready, follow the carpet to Lower Hogwarts, then take a right turn into Lockhart's office (you'll find out Hermione was turned into a cat as you wait to enter the office). You'll reach a room with a high ledge – take a right turn into Lockhart's actual office and follow the instructions to learn Verdumillious Duo [Crispin Cronk]. Once you have the new spell, cast it in the room with the high ledge to reveal some hidden platforms. Use them to reach the ledge and go through the door. Collect the Every Flavour Beans on the next floor and go through the far door to meet Gilderoy Lockhart again and get some extra house points for your troubles. Once you have learnt Verdumillious Duo, you can also try for another wizard card [Montague Knightley]



HARRY POTTER

In the library, there is a secret bookshelf near the area where you found Hermione earlier. Go through it to find a new area, with ANOTHER secret bookcase off to the left. The card is in here, suspended in the air. Fire Flipendo at it to bring it to the ground, then grab it!



* Avoid the cupid's arrows...

MONTAGUE KNIGHTLEY

Down from the common room is a bookcase. Talk to portrait and pull the lever. Upstairs talk to knight's portrait. Use the bubbles and cauldrons to get to the door. Follow the path and jump to platform and door. Go through door by bookcase. Verdumillious Duo to cross the gap, the card is behind the bookcase



* Sneak along the battlements.

ESCAPE CUPID



Hurry to escape from Gilderoy Lockhart's cupid's. It seems to go on forever, but try zigzagging gently to avoid their arrows (01). Enter the room at the end where Harry uncovers the diary and see a long story section where you'll learn who opened the Chamber of Secrets 50 years ago.

After this, charm the plant onto the pressure pad and go to the next area. Grab the Every Flavour Beans and go through the door. Run past the gap in the hedge to the far wall and pull yourself up onto the hedge so that you can't be seen. You'll know if the guard is nearby, as you'll see the light from his lantern – once that goes, he has turned away and you can run past the gap in safety. Jump across to the power-up for your invisibility cloak, then run round and levitate the plant onto the pressure pad. Run through the opened gate. If your invisibility starts to wear off, make sure you're behind the old man, so he can't see you, and wait for a chance to make it to the gate.

On the other side, grab the invisibility power-up and run past another guard to the hedge. Pull yourself up onto the battlements and follow them to the end, where you can jump to a section with a pressure pad. Levitate the plant onto the pad, and return to the battlements until you reach a point where you can jump on to the large tree stump (02) to access the newly unlocked door. In the next section, walk round to the power-up, then sprint round and to the right to reach the pressure pad which will unlock the door.

Run to the hedge near the door and climb onto it. Wait for the guard to pass, then run and jump to the door and get through quickly, before the guard sees you.

In the next section, sneak behind the first guard and climb onto the hedge. When both guards are looking away, run and jump into the area to their left, where you will find the pressure pad for the door. After levitating the plant onto the pad (03), climb onto the hedge at the entrance of that area. It gives a good view of the open space between you and the power-up. Look out for the moment when both guards aren't looking – you'll see their light turn away even if you can't see them – then take a running jump and grab the power-up. Once you have it, head over to the door and go through to the next area.

Keep using 0 to look around corners here, and climb onto the hedge near the start. Jump across to the invisibility power-up and run through. Go left to reach an area with a pressure pad. This is a timed pad; step on it and you have until the blue bar reaches zero to get to the door. When you step on the pad, you'll see the camera cuts across to the gate. If you see the guard walking away from the gate during this cut-scene it is time to run for it – if the guard is walking towards the gate, or is not in shot at all, then stay put, let the timer run down and then stand on the pad again.



* Levitate the plant onto the pressure pad.

FOLLOW THE SPIDERS



Through the gate, you'll see that the spider is walking in a certain direction. Follow it and kill the giant snails en route, but stop at the chasm. Cast **Verdimillious Duo** so you can see the ledge and use it to get across the gap. Follow the path, until you reach the big spider. Don't panic though, as three or four hits with a fully charged **Flipendo** will get rid of it. Cast **Flipendo** a couple of times on the web to access the next area (don't forget the **chocolate frogs** first!) Here you will face two spiders (01). Lock onto them one at a time using (R) and cast fully charged **Flipendos** at them until they die. As long as you keep moving and don't get too close, you shouldn't take any serious punishment. Again, casting a couple of **Flipendos** at the web will grant you access to the next area.

Kill the snails along the path, and you will emerge at a waterfall. Read the sign, and stand at the spot it points to before turning to face the waterfall (02). You should see that it is possible to cast **Verdimillious Duo** from the spot next to the sign, then run round and jump across the newly revealed platforms to enter the next section.

Here you face another large spider – you know the drill by now. Grab the frogs and blast the web away, then go through. Cast **Verdimillious Duo** again to reveal the bridge and cross it. There is a wizard card nearby! [Albus Dumbledore] Once you have it, head left along the ledge, killing the snail. When you reach the two bridges, cast **Verdimillious Duo** on BOTH then cross them – you'll need to jump from one to the other as you go. You'll meet another spider, so dispose of it in the usual manner, then blast the web and go through again.

Climb up the tree in the middle of the next area, then leap to the ledge from the very top. You have to avoid the ogres in the next section, so run past them when their backs are turned (03). The secret is in the timing: if you keep getting caught, try to find a safe vantage point to watch the ogres from so that you can learn their routine and run past at a safe point. Eventually you will reach a boulder that you can cast **Flipendo** on to allow access to a small tunnel.



* Use **Flipendos** to kill these ugly beasts.



* You find yourself at a waterfall.



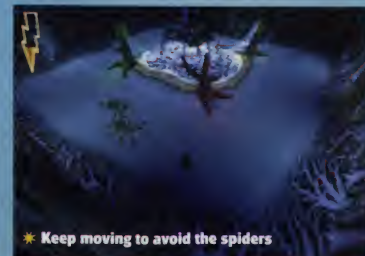
* Run past the ogres when they aren't looking.

ALBUS DUMBLEDORE

When you emerge onto the long ledge after killing the giant spider in the area after the bridge, head right instead of left and cast **Verdimillious Duo** on the secret cave entrance. Stand next to it and press (O). In the area beyond the spider, you can mix at the cauldron to get this card!



* Shoot at the big spider whenever you can!



* Keep moving to avoid the spiders

THE BIG SPIDER



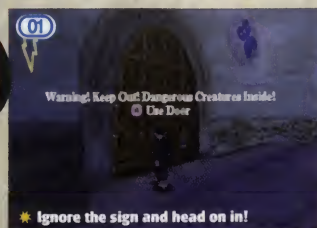
Time for the boss battle for this section. You get a nice high-up view, so make sure you keep moving and hit those spiders every time they rear up. From time to time, you'll be able to take a shot at the pillars surrounding the big boss – make sure you take full advantage, but then get back to firing at the spiders chasing after you. In the gaps when there are no spiders, line up so that there is a pillar between you and the spider and fire at it. When all the pillars are destroyed, the spider will fall down into the earth and you must go after it! At this point, it's back into the Ford Anglia!

HOGWARTS AGAIN



When the game starts again, head back to Professor Lockhart's office. Just before you get to the office, you can find a secret Wizard card [Daisy Dodderidge] It is locked, but the store cupboard is open so you can venture in there instead. The best way to beat the puzzle is to wait and memorise the pattern through the tiles and run through in the right order – the second puzzle moves quite quickly so you will need to be quick!

In the next area, run round and to the left, past the knight who attacks. Use **Verdimillious** at the gap to reveal some secret ledges, and use them to reach the far door. Run past the knight and use the lever, then return to the gap and go through the door. Drop down into the gap (do this in stages or you'll lose energy) and then open the door marked 'keep out' (01). Grab the beans, avoiding the oh-so-dangerous kitten, and then retrace your steps and enter the previously locked office of Professor Lockhart. After a brief conversation, you take him to Moaning Myrtle and learn about the Chamber of Secrets.



* Ignore the sign and head on in!

DAISY DODDERIDGE

This card can be found behind the bookcase outside Professor Lockhart's office. Follow the passage along to find the card at the very end!

INTO THE CHAMBER



You need to press **↑** to get some speed up, but be careful and slow down for the sharp bends (01). At the bottom, get ready for a duel with Lockhart. Avoid his green memory charm whenever it is cast, and keep firing away until he is beaten (02). When the duel is over, head down the tunnel and through the door. On the other side, approach the cauldron and mix a health potion, then drink it before continuing. Kill the two slugs, then **Flipendo** the two rats in the next room. In the hall, take the first door on the left, into the Lost Tunnel.



THE LOST TUNNEL



Kill the slugs and drop down the hole at the end. **Flipendo** the rats and drop down to the ledge they were on, then go through and **Incendio** the slugs. Cast **Verdimillious Duo** in the room with the snails in to reveal a tunnel entrance (01).

In the next room, you must cross the bridge without being hit by the fire. Stand and watch for a few seconds to learn the pattern before attempting to cross. The pressure pad at the end will raise the first platform back in the hall, and the exit will return you there. Take the first door on the right to the Forgotten Cavern.

THE FORGOTTEN CAVERN



Kill the slugs and drop the left-hand boulder onto the grate from as high as you can (01) using levitation. If it doesn't break, try more boulders until it does, and drop down. Again you must dodge the ogres (02) – it isn't at all easy but learning their routines does make it much easier. To get past the first pair, you must go to the far end and then turn left – don't take the first one or you will be spotted. After this, there is only one more to get past, and you can do this by following him along the corridor and sneaking past on the blindside as he turns. At the end, run over the pressure pad (03) and grab the platform before it is raised in order to reach the final pressure pad and the exit back to the hall. This time, take the very last door, to the dark hall.





Cast Verdimillious Duo to illuminate the platform.

THE DARK HALL



When you drop down, the knight is activated. Keep moving and fire plenty of **Flipendos** at him, and eventually he will die – after his head has fallen off! A boulder will fall down from the ceiling. Cast **Flipendo** on it to open the grate and drop down. Cast **Verdimillious Duo** in the new room to reveal a tunnel. Head down it into a room with ledges and knights (these can be killed for extra house points). Use the pressure pad to activate the lift in this area. From the ledge with the knight on, cast **Verdimillious Duo** to reveal some hidden platforms that enable you to reach the opposite ledge (01). Cast **Verdimillious Duo** at the wall on this ledge to reveal another secret tunnel, which you should head down. Kill another knight (more house points!) Climb the ledges, killing yet another knight, and the two right at the very top – keep moving in order to stand a chance. The pressure pad at the top will raise the final platform in the main chamber, and the door will take you back there.

ROWENA RAVINCLAW

This card can be won by winning the Ravenclaw duel. Use the statue in the common room to find this duel, behind the picture on the right-hand side of the room as you enter.

HELGA HUFFLEPUFF

To win this card, enter the picture on the left of the duelling room as you enter (it's at the end of the corridor behind the statue in the common room). Win the duel and you'll be rewarded with this card!

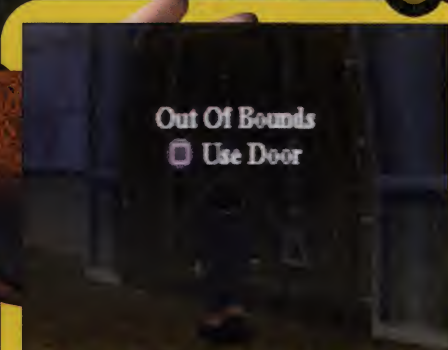
BACK AT THE MAIN CHAMBER



Climb the raised platforms and enter the chamber via the door at the top. You must now face the Basilisk. The first part of the battle is a duel – keep moving from side to side but make sure that you don't walk into the pools of poison that the Basilisk spits out. Charge up **Flipendo** and fire it into the open mouth of the Basilisk in order to hurt it. After a while, it will change tack, and Harry will acquire a sword. In order to win, keep pressing ↓ to avoid being sucked into the pools of acid. When the Basilisk has finished charging up and unleashes a laser beam, press and hold ⓧ to deflect the beam, and use the D-Pad to aim it at the head of the Basilisk. As long as you follow these instructions, winning should not be a problem – congratulations, you have saved Hogwarts from the Chamber of Secrets!

SALAZAR SLYTHERIN

This card is won by becoming Slytherin duelling champion (the central picture in the secret room behind the common room statue). You need to have 20 cards in order to undertake the challenge, though.



SECRETS

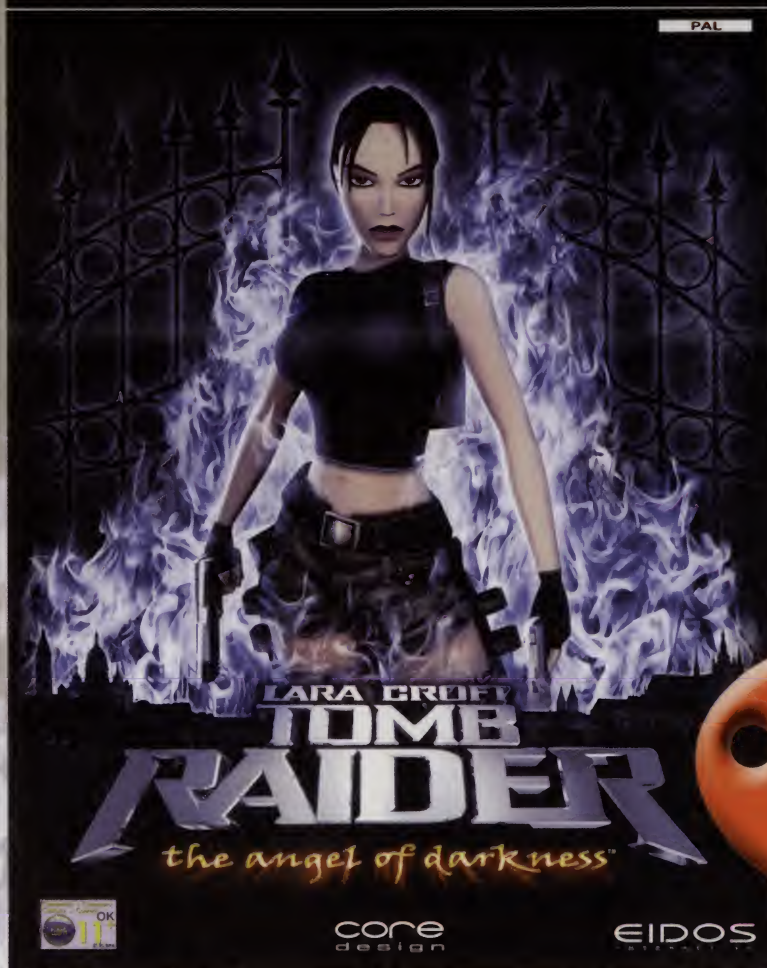
Collect over 500 beans to open a secret room up, just off the main hall! Inside, you'll find an upgrade to **Flipendo**!

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ISSUE 84
23.01.03-20.02.03



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PLAY+COMMENT



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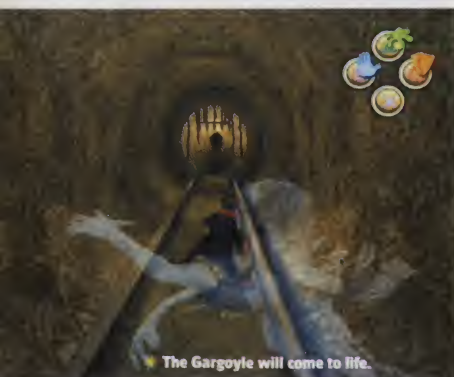
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Stuck in Harry's chamber? Don't worry, we can help with the second part of our fully mapped guide, including the locations of the rest of the Wizard Cards.



AVIFORS CHALLENGE



* The Gargoyle will come to life.



* Remove the ectoplasm before continuing.



Go down to the first floor for your Transfiguration lesson and go straight into the challenge to retrieve the

Avifors Spell Book. Jump to the platform below then go down the steps and remove the ectoplasm from the doorway and the lever. Do this again for the room on the opposite side then go down the tunnel in the centre. Remove the ectoplasm from the doorway of the central room then cast Lumos to see a movable section of the wall. Push it out then use it to climb up onto the top of this central room. Jump to the nearest platform then jump and shimmy your way around the room to the ectoplasm-covered doorway. Remove the ectoplasm and go through to the next room. Drop down and pick up the **Avifors Spell Book** then use it on the rock in the corner on the room. The bird will fly across the room to the pressure pad. Climb on to the ledge using the lower section and transform the rock up there. The bird will fly down and land on another pressure pad. Climb up the other lowered

section and transform the final rock to gain access to the hole and crawl through. Open the chest to find a **Chocolate Frog** then go up the stairs and down the slope to find yourself back in the first room. Jump to the left and transform the rock then shimmy along the ledge and push down the metal bridge. Drop down and go back up to the statue then jump to the right. Transform the rock and shimmy along the ledge then push down the metal bridge. This will bring the Gargoyle to life and it's ready to fight (☛ Gargoyle 2). Once you've destroyed this fearsome monster, transform the rock that it leaves behind and the bird will fly down to the pressure pad below, opening the door above. Go back to the classroom to receive 40 hard-earned House Points.

Now head on over to the Stadium to take part in your first Quidditch match. You'll need to use all of the skills you've learnt in practice to catch the Snitch and win the game. Once you have accomplished this, use your Rememberall to end the day.



GARGOYLE 2

★ Use Expelliarmus again on this Gargoyle to defeat it in exactly the same way as the previous one.



★ Use the Avifors Spell Book

THE POLYJUICE POTION

Head down to the girls' bathroom on the second floor and talk to Hermione. She's made a Polyjuice Potion that will change you into Goyle so you can talk to Malfoy. Go down to the entrance hall and through the door on the right to find the dungeon entrance. Don't worry about getting caught by prefects, as any House

Points you lose will be taken from Slytherin. Head through the dungeon until you find Draco. Once you've finished talking to him you'll turn back into Harry so the journey back through the dungeon will be trickier. Sneak through then return to the girls' bathroom on the second floor to talk to Hermione and Ron. Use your Rememberall to end the day.

* The Polyjuice Potion changes you into Goyle.

MALFOY

* Use your disguise to talk to Malfoy.

You know, Goyle, I'm surprised the Daily Prophet hasn't reported what's going on here. I suppose Dumbledore's trying to hush it all up. He'll be sacked if it doesn't stop soon.

* Be careful on the way back...

INCENDIO

* Light the brazier to lower the pillar.



Go down to the second floor and into Classroom 2E. Once inside the Incendio Challenge Chambers drop down and fight the Gargoyle that comes to life (Gargoyle 3). Once it's defeated, go through the door behind it and follow the passage to another chamber. Drop down and go through the gate. Go up the ramp and climb to the ledge then drop down and destroy the other Gargoyle. Transform the rock and the bird will fly to a pressure pad and open a gate

above. Go through this gate to find the room containing the **Incendio Spell Book**. Pick it up then Flipendo the flame-throwing statue and run past it. Use Incendio to light all four braziers to open the gate, but be quick, as when one goes out the gate will close again. Go through the passage and back to the first room. Go down the steps to the right and light the brazier to lower the pillar then go through the door it reveals. Cast Flipendo and then Incendio on the Fire Crabs, then use Incendio on the right-hand boar's head. Go back to the main chamber and up the stairs then light the boars under the platforms. Use Flipendo so they aim upwards and raise the platforms. Run upstairs and use the platforms to reach the switch. Go back down into the small room and relight the other boar's head to return the fire to its original position. Repeat the whole process on the other side and go back to the classroom to receive your 40 House Points. Time for Quidditch!

GARGOYLE 3

* As for the previous two battles, use Expelliarmus again to deflect the statue's spells back at it.

* Use Flipendo when you've lit the boars' head.



★ Watch the cut-scene with Hagrid.



★ Follow the trail of spiders to the Forest.



TOM RIDDLE

Go outside, looking out for prefects, then head over to Hagrid's hut and watch the cut-scene. Pick up the key that Hagrid drops then follow the trail of spiders and open the door to the Forbidden Forest. Head into it but watch out for the giant green spiders. Use Incendio to burn them and then use it on the web you come to. Open the chest to find a **Wizard Card** (☛ Card #66) then burn another web and go round to the left. Burn the next web and look out for the spitting spiders. Grab the **Chocolate Frog** from the corner then burn the web on the right and drop through the hole to find Aragog. After the cut-scene run down the ledge then turn at the bottom and drop down to find a chest containing a **Chocolate Frog**. Go down the narrow gap on the left find a chest containing a **Wizard Card** (☛ Card #63) then carry on round until you reach a corner of the web Aragog is sitting on. Cast Incendio on it then climb up the steps on the left. Cast Incendio at the web ahead then go through the hole created. Follow the ledge round then climb up to find another chest containing a **Wizard Card**

(☛ Card #62). Go back down and jump across the gap then burn the web and carry on. Take out some of the spiders then run up the slope on the right and across the log. Try to avoid touching the web strands as you go as this attracts more spiders. Over on the left you'll find another chest that contains a **Chocolate Frog**. Head down and burn the web in front of you and go into the tunnel. Open a chest in here to get another **Chocolate Frog**. Burn the web in front of you and exit the tunnel then follow the path round opening the chest on the way to get a **Chocolate Frog**. Once you reach the top of the slope burn the web, head round the corner and sidestep across the ledge. Watch out for the Puffapods and burn the web on the right. Follow the ledge round, open the chests to get a **Chocolate Frog** and a **Wizard Card** (☛ Card #64) then burn the final part of the web. You will now fall down into a pit with Aragog (☛ Aragog). Once you've defeated the giant spider Ron will come and rescue you in the flying car. Once you're back in Hogwarts' grounds use your Rememberall to end the day.



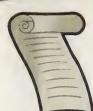
ARAGOG

★ The only way to defeat this giant spider is to hit it with Incendio when it rears up on its hind legs. When it isn't doing this you need to keep away from it. Look out for the shockwaves it makes and also for acid spit; it may also charge at you. At some points a web will drop down, Incendio it to release **Cauldron Cakes** and **Beans**. Towards the end of the fight red spiders will drop down to attack, so burn them quickly.





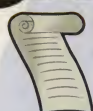
GRYFFINDOR VS SLYTHERIN



Head for the stadium for the final Quidditch showdown against Slytherin. Use all of your

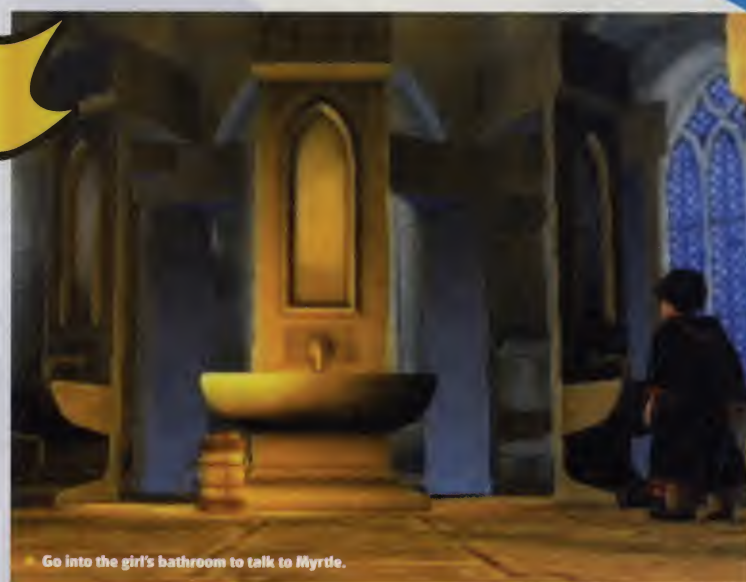
Quidditch skills in order to defeat them and win the cup. Once it is all over you must end the day with your Rememberall.

THE CHAMBER OF SECRETS



Meet Ron in the common room then head down to the girls' bathroom on the second floor and go inside. Talk to Moaning Myrtle and watch the cut-scene. Head down the passage to find Tom Riddle and Ginny. Watch another cut-scene and you'll have to

fight the Basilisk (☠ Basilisk). Once it's defeated watch another cut-scene after which you can go into the great hall and collect the House Cup. However, if you haven't done everything yet, now is the time to collect the rest of the Wizard Cards and get more House Points.

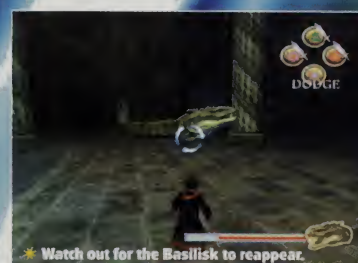


BASILISK



★ Grab the sword that was dropped during the cut-scene and watch as the Basilisk disappears into a hole. It will come out of one of the other holes around the room so keep your eye on all of them. When it does reappear wait until it lifts its head up and, looking out for the poison it spits, fire magic from the sword at the diamond shape on its neck. Use the left analog stick to move the stream

and stay on target. This will go on for a few seconds until the sword flies out of your hands. The Basilisk will now move faster and rocks will start falling from the ceiling so pick up the sword quickly. Wait for the Basilisk to raise its head again and fire some more magic until the sword is dropped again. Repeat the process twice more to defeat the Basilisk and rescue Ginny.



COMPLETING THE GAME

Just because you've defeated the Basilisk it doesn't mean the game is over. There are still loads of Wizard Cards to find and loads of stuff to do.



LOST ITEMS



Last month we told you where to find the first two items. Now we tell you where to get the rest:

TELESCOPE

Look on a roof in the area indicated on the map to find the telescope. Return it to get 10 House Points and a Wizard Card (♣ Card #48).

NEVILLE'S TOAD

Go outside and over to the Herbology Greenhouses. To the right of them you'll find the Toad. Flipendo it to pick it up then take it back to the notice board to get 10 House Points and a Wizard Card (♣ Card #49).

MEASURING SCALES

These are behind Hagrid's hut. Take them to the notice board for 10 House Points and a Wizard Card (♣ Card #50).

WIZARD HAT

Go to the patch of trees near the Quidditch stadium to find this item. Return it to get 10 House Points and

a Wizard Card (♣ Card #51).

DRAGON HIDE GLOVES

Go to the outside edge of the courtyard where the group of braziers were to find these. Take them back to the notice board to get 10 House Points and a Wizard Card (♣ Card #52).

GADDING WITH GHOULS

Fly to the patch of grass below the wooden bridge that leads to the confiscated items storeroom to find this book. It's worth 10 House Points and a Wizard Card (♣ Card #54).

HOLIDAY WITH HAGS

Pick up this book from the area next to the outer wall as shown on the map. Return it to receive 10 House Points and a Wizard Card (♣ Card #55).

GIANT TARANTULA

Crawl through the hole on the left wall of the Herbology Greenhouses. Flipendo the giant tarantula and pick it up to get 10 house points and a Wizard Card (♣ Card #56).



Certain students around Hogwarts are in need of your assistance. It's well worth helping them.

OWL PARCEL

Talk to the ginger boy standing outside the Hogwarts entrance. An owl has dropped a parcel for him. Go to the lake to find the parcel near the water's edge.

REMEMBERALL

Talk to Neville outside Hagrid's hut and he'll ask you to find his Rememberall. Go back to the door that leads to the entrance hall. Now walk towards the tunnel opposite but go left along the wall to find it on the ground.

POTION VIAL

Talk to the boy in the flying court and he'll ask you to find his Potion Jar. You'll find it to the right of Hagrid's hut.

RACE

Go the boy standing outside the Quidditch stadium. He wants a race, so run to the nearby group of trees and

go round them in an anticlockwise direction then back to the start.

DAILY PROPHET

Talk to the boy in the Cloisters and he'll ask you to find his copy of the Daily Prophet. Head over to Hagrid's hut – it's next to the hut on the right.

NEVILLE'S CROCKERY

Go to the flying pitch and talk to Neville. He asks you to find some crockery. Turn around so the wall he is standing next to is behind you. Fly forwards and up, the first roof you come to will contain the crockery.

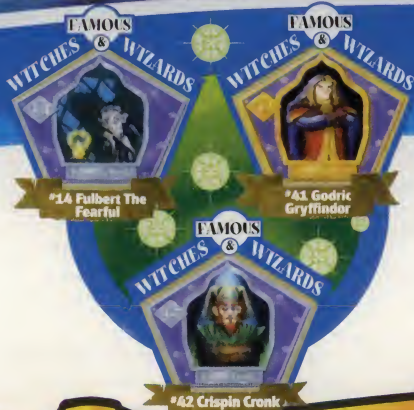
MANDRAKE ROOTS

Talk to the boy outside the entrance and he'll ask you to find three Mandrake Roots. You'll find them to the right of Hagrid's hut. Return them to the boy to get the confiscated items storeroom key. Cross the bridge next to the flying pitch and use it on the door. You'll find six Wizard Cards (♣ Cards #77, 60, 68, 67, 58, 59) and a Giant Bean Bag.

BRAZILERS

There are five areas marked on the map that contain Braziers. Light them all with

Incendio and chests will appear nearby containing Wizard Cards (* Cards #14, 41, 42, 43, 44).



BROOMSTICK RACES

There are five broomstick race locations on the map. Each has three races and all cost you beans.

The first set cost five beans each and you win Cards (#22, 24, 25).

The second cost ten beans each and you can win Wizard Cards (Cards #26, 27, 30).

The third set cost 20 beans each, you win three Cards (#31, 33, 34).

The fourth set cost 30 beans each, to win three Cards (#35, 84, 37).

The final set of races cost 50 beans each and you can win three Wizard Cards (Cards #38, 39, 40).



GNOME THROWING

We covered two sets of Gnome Throwing last issue but there are a total of five, so here are the other three.

Find them on the map and pay the required amount of beans to take part, then beat the scores of 20, 25 and 30. Do this successfully and you'll win some Wizard Cards (Cards #17, 19, 20).



GNOME DUNKING

When you see three bushes by the lake walk towards them and gnomes will run out. Throw three into the water and a chest will appear that contains a Wizard Card (Card #18). Throw another four into the water and another chest will appear (Card #13). Now throw five more gnomes into the water to make another chest appear that contains one more Wizard Card (Card #21).



FRED AND GEORGE'S SHOP

There is a whole host of things that the Weasley brothers will sell you for some beans, here is the complete list:

Balloon Holster	20 beans
Stink Pellets	20 beans
Potion Vial	100 beans
Stink Pellet Bag	20 beans

Alohomora Spell Book	80 beans
Non-explodable Luminous Balloons	20 beans

They also have eight Wizard Cards for sale at 30 beans each (Card #6, 27, 29, 47, 53, 69, 80, 97).



* This Spell Book costs 80 beans.



* There are lots of hidden passages for you to find.

INSIDE HOGWARTS

There are lots of secrets in the grounds of Hogwarts but there are also plenty of things to find inside. Here is a floor-by-floor run through of things you may have missed. Make sure you have all the spells before you look for these chests, as you will need them.

ENTRANCE HALL

Down the corridor to the left at the top of the stairs, go through door and use Incendio on the chest to get a Wizard Card (♣ Card #76).

Go down the passage to the left of the stairs and use Alohomora to get a Potion Vial from the chest.

Enter the Slytherin Dungeon and open the chest in there with Incendio to get a Wizard Card (♣ Card #86).

FIRST FLOOR

Use Skurge on the chest in the corridor to find a Wizard Card (♣ Card #96).

Inside classroom 1B use Incendio on the chest behind the board to find a Wizard Card (♣ Card #85).

Inside classroom 1E use Skurge on the chest to get a Wizard Card (♣ Card #87).

SECOND FLOOR

There are four doors in the library that need spells to open them. Behind each of them you'll find chests containing Wizard Cards (* Cards #9, 10, 11, 12).

Use Diffindo on the tapestry opposite the girls' bathroom, open the chest behind it to find a Wizard Card (♣ Card #92).

Open the chest in Classroom 2E

with Alohomora to get a Wizard Card (♣ Card #90).

Use Diffindo on the tapestry opposite classroom 2E to find a secret passage. Go into the room on the right and use Incendio on the chest to find a Wizard Card (♣ Card #74).

THIRD FLOOR

Use Skurge on the chest in Classroom 3C to get a Wizard Card (♣ Card #95).

Use Alohomora on the other chest in Classroom 3C to find a Wizard Card (♣ Card #93).

Cut the Tapestry on the left and open the chest with Alohomora to find a Wizard Card (♣ Card #73).

FOURTH FLOOR

Crawl under the bookcase then go through door on the left round the corner. Use Skurge to open the chest and find a Bigger Bean Bag that will hold 100 beans.

Use Skurge on the chest in Classroom 4F to find a Wizard Card (♣ Card #87).

SEVENTH FLOOR

Use Incendio on the chest you come across in classroom 7A to find a Wizard Card (♣ Card #88). You can use Skurge on the other chest in this room to find a Wizard Card (♣ Card #79).

Crawl under the bookcase and use Alohomora to open the chest and find a Wizard Card (♣ Card #101).

Use Skurge on the chest in the secret passage accessed under the bookcase in the reading room to get a Wizard Card (♣ Card #83).



* Trade duplicate cards with other students.

TRADING POST

Once you've collected every card you can you may notice you have more than one of some cards. Trade these with the following students around Hogwarts:

Talk to the ginger kid outside the entrance and swap your extra Card 13 for his 75 (♣ Card #75).

Talk to the blond kid outside the entrance and swap your extra Card 27 for his 23 (♣ Card #23).

Talk to the dark haired kid you encounter near the Gryffindor entrance painting and swap your extra card 43 for his 81 (♣ Card

#81).

Talk to the blonde girl near the Gryffindor entrance painting and swap your extra card 77 for her 61 (♣ Card #61).

Talk to the other kid near Gryffindor entrance painting and swap your extra card 84 for her 36 (♣ Card #36).

Talk to the kid in the passage to the left of the stairs in the entrance hall and swap your extra card 59 for his 2 (♣ Card #2).

Talk to the girl in the library and swap your extra card 31 for her 94 (♣ Card #94).



THE FINAL CARD

★ If you've managed to get every card we've mentioned in this guide you'll see that you're still missing Card 100. Go to the third floor and speak to Professor Dumbledore, who will be standing outside his office. He will give you the missing Card (♣ Card #100) and complete your collection. Now you can go to the great hall and receive the House Cup. Congratulations you've completed *The Chamber Of Secrets*. Now you only have a year to wait until the inevitable game of *The Prisoner Of Azkaban*.



★ Professor Dumbledore will give you the 100th card.

TELEGAMES

Santa Claus is coming to town




Wow! Only one day left until Christmas! Little children all over the world are anxiously awaiting Santa's visit. Meanwhile, very deep underground lives a wicked fairy, Nilam. She has a magic pot that allows her to see everywhere in the world. She looked into her pot and saw Santa and his helpers packing presents for all the children and became furious that so much existed in the world. Nilam concocted a spell that enchanted Santa and locked him in her magic lands. You must help Santa escape the worlds controlled by Nilam, so that he can complete his Christmas Eve mission. Only a few hours remain, so get cracking

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- Full 3D smooth scrolling
- Digitised stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count twelve levels to infiltrate.
- Nine unique weapons.

ULTIMATE BRAIN GAMES

- 8 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominoes, Mah Jong, Reversi, Sink-Ships and 4-in-A-Row.
- 10 different AI levels, from beginner to highly advanced.
- 2 player linked play using the game-download function (only one cartridge needed for multi-player competition).
- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator.

URBAN YETI

- The strangest game you've ever played. Real motion captured Yeti!
- Parallax background scrolling gives you the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways-smash your way through the city or avoid detection altogether.

SOCCER KID

- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
- Use headers, overhead kicks, and volleys to defeat the enemies.

HARDCORE PINBALL

- Hardcore Pinball is a real diehard enthusiasts game.
- 84 challenging tables, that feature realistic physics, are the heart of this truly outstanding simulation.
- The superbly animated flippers, bumpers, rails, kickers, spinners and silver ball will quickly give the illusion of being in the arcade again.
- With outstanding music and sound effects, you'll want to find the token machine so you never have to quit playing.

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Big Ron's pro evolution SOCCER 2 Special

You lot have been bombarding me with questions lately about the wrong player names used in the PS2 version of *Pro Evolution Soccer 2*, especially those pesky Oranges. So this month, to be kind, I've decided to let you all know what the real club team names are, as well as correcting the Dutch side and the special unlockable teams.

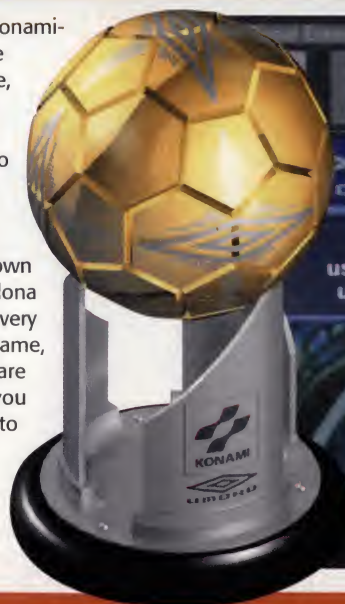
PRO EVO 1 NAMES

» First up, you might be interested to discover that you can import your *Pro Evolution Soccer* info into the sequel. If you have a save game from the original on your memory card, then you will be able to select "import PES data" from the options menu. This will correct a few player names, most notably the Dutch players!



UNLOCKABLE COMMENTARY

» By winning the Konami-Umbro Cup on three stars with a club side, it is possible to alter the names the commentator uses to describe teams – so you can forget all about Catalonia and Europort, and get down to action with Barcelona and Liverpool! Not every team has the right name, however, and there are some other names you can use if you want to import a new team into the game – Scunthorpe United, anyone?



It is now possible to set the name used by the commentator for your team using Edit Club Team in the Edit mode.

UNLOCKABLE TEAMS

Euro Elite	Win International Cup with England
World Elite	Win International League with any nation
Eternal England	Win European Cup with England
Forever France	Win European Cup with France
Heroic Holland	Win European Cup with Holland
Immortal Italy	Win European Cup with Italy
Genuine Germany	Win European Cup with Germany
Beloved Brazil	Win American Cup with Brazil
Argentina	Win American Cup with Argentina



THE TEAMS

Celt	Celtic
Connacht	Rangers
Aragon	Manchester United
London	Arsenal
Liguria	Chelsea
Europort	Liverpool
Yorkshire	Leeds United
Lake District	West Ham United
Highlands	Newcastle United
Dublin	Aston Villa
Cataluna	Barcelona
Navarra	Real Madrid
Andalucia	Valencia
Cantabria	Deportivo La Coruna
Provence	Monaco
Languedoc	Marseilles
Normandie	Paris St Germain
Medoc	Bordeaux
Rijnkana	Ajax
Noordzee	Feyenoord
Flandre	PSV Eindhoven
Marche	Inter Milan
Piemonte	Juventus
Lombardia	AC Milan
Umbria	Lazio
Emilia	Parma
Toscana	Fiorentina
Abruzzi	AS Roma
Wesfalen	Borussia Dortmund
Anhalt	Bayern Munich
Ruhr	Bayer Leverkusen
Rheinland	Hamburger SV
Peloponn	Olympiakos
Byzantin	Galatasaray
Marmara	Dinamo Kiev
Valdai	Spartak Moscow
Selvas	Vasco Da Gama
Mato Gro	Palmeiras
Pampas	River Plate
Patagonia	Boca Juniors

THE PLAYERS

Okay, so you know how to unlock the secret teams, but who on earth are these 'classic' players? Sit back and relax, for we have the list of the real player names – but we'll start with how to get Holland back to their former glory!



Good to see Edgar Davids in the game at last!



THE NETHERLANDS

GK 1 Van Der Sar	DF 14 Melchiot
DF 3 Stam	DF 16 Numan
DF 4 F. de Boer	MF 15 Van Bommel
DF 5 Van Bronckhorst	MF 17 Bosvelt
DF 2 Reiziger	MF 18 Seedorf
MF 6 Davids	MF 19 R. de Boer
MF 8 Cocu	FW 21 Hasselbaink
FW 10 Kluivert	FW 7 Bouma
FW 9 Van Nistelrooy	FW 22 Van Hooijdonk
FW 11 Overmars	GK 12 Westerveld
FW 20 Makaay	GK 23 Moens
DF 13 Hofland	

ETERNAL ENGLAND

GK 1 Shilton	DF 13 Wilson
DF 2 Stevens	DF 14 Fenwick
DF 3 Sansom	DF 16 Wright
MF 4 Hoddle	FW 17 Finney
DF 5 Moore	FW 18 Matthews
DF 6 Butcher	MF 19 Gascoigne
MF 7 Robson	FW 20 Greaves
FW 8 Keegan	FW 21 Edwards
MF 9 Charlton	FW 22 Hurst
FW 10 Lineker	FW 30 Francis
MF 11 Waddle	GK 31 Banks

Continued on page 94



THE PLAYERS CONTINUED....

FOREVER FRANCE

GK 1 Bats	MF 12 Giresse
DF 2 Amoros	FW 13 Six
DF 3 Tusseau	DF 15 Lopez
DF 4 Battiston	FW 16 Bellone
DF 5 Janvion	FW 17 Papin
DF 6 Bossis	FW 18 Rocheteau
FW 7 Cantona	FW 19 Stopyra
DF 8 Tresor	MF 20 Genghini
MF 9 Fernandez	MF 21 Kopa
MF 10 Platini	GK 22 Ettori
FW 11 Fontaine	MF 23 Ferreri

HEROIC HOLLAND

GK 1 Van Breukelen	MF 13 E. Koeman
DF 2 Van Tiggelen	FW 14 Cruyff
DF 3 Van Hanagem	FW 15 Resenbrink
DF 4 R. Koeman	MF 16 Rep
DF 5 Hulshoff	DF 17 Rijkaard
DF 6 Van Arele	MF 18 Jansen
MF 7 Vanenburg	MF 20 Wouters
MF 8 Muhren	MF 22 Haan
FW 9 Neeskens	DF 25 Israel
FW 10 Gullit	GK 28 Jongbloed
DF 11 Kroll	DF 30 Suurbier
FW 12 Van Basten	

IMMORTAL ITALY

GK 1 Zoff	GK 12 Zenga
DF 2 Baresi	MF 13 Oriali
DF 3 Facchetti	MF 14 tardelli
DF 4 Cabrini	MF 17 Boniperti
DF 5 Collovati	FW 18 Bettenga
DF 6 Gentile	MF 19 Sivori
DF 7 Scirea	FW 20 Rossi
MF 8 Mazzola	FW 21 Viallia
MF 9 Antognoni	FW 22 Mancini
MF 10 Rivera	DF 23 Bergomi
FW 11 Riva	FW 29 Schillachi

GENUINE GERMANY

GK 1 Maier	MF 12 Overath
DF 2 Vogts	FW 13 Muller
DF 3 Schnellinger	DF 14 Forster
MF 4 Beckenbauer	MF 15 Bonhof
DF 5 Breigtnr	MF 18 Haller
MF 6 Schuster	MF 20 Grabowski
FW 7 Littbarski	GK 21 Schumacher
MF 8 Netzer	DF 23 Brehme
FW 9 Seeler	DF 24 Kaltz
DF 10 Mattheus	DF 26 Buchwald
FW 11 Rummenigge	

BELOVED BRAZIL

GK 1 Leao	DF 14 Ferreira
DF 3 Oscar	MF 15 Falcao
DF 4 Julio Cesar	FW 17 Jairzinho
MF 5 Cerezo	FW 18 Pele
DF 6 Junior	MF 19 Gerson
FW 7 Da Costa	FW 20 Rivelino
MF 8 Socrates	GK 21 Gilmar
FW 9 Careca	DF 22 Djalma Santos
MF 10 Zico	DF 23 Dos Santos
FW 11 Garrincha	MF 25 Didi
DF 12 Carlos Alberto	FW 27 Tostao

ALWAYS ARGENTINA

MF 1 Ardiles	MF 12 Enrique
MF 2 Batista	DF 13 Garre
GK 3 Fillol	DF 14 Giusti
MF 4 Bertoni	DF 16 Olguin
DF 5 Brown	DF 17 Galvan
MF 6 Gallego	GK 18 Pumpido
MF 7 Burrachaga	DF 19 Ruggeri
MF 8 Cruz	DF 20 Tarantini
MF 9 Cuccioffo	FW 21 Kempes
FW 10 Maradona	FW 22 Diaz
FW 11 Valdano	FW 29 Di Stefano

EURO ELITE

GK 1 Kahn	DF 13 Tudor
DF 2 Nesta	MF 14 Helveg
DF 3 Harte	MF 15 Roy Keane
DF 4 P. Andersson	MF 16 Nedved
MF 5 Viera	MF 17 Figo
MF 6 Giggs	MF 18 Mostovoi
MF 7 Beckham	MF 19 Totti
DF 8 Thuram	FW 20 Hakan Sukur
FW 9 Shevchenko	FW 21 Raul
MF 10 Zidane	FW 22 Kluivert
FW 11 Owen	GK 23 Dudek
DF 12 Hierro	

WORLD ELITE

GK 1 Maier	MF 12 Overath
DF 2 Vogts	FW 13 Muller
DF 3 Schnellinger	DF 14 Forster
MF 4 Beckenbauer	MF 15 Bonhof
DF 5 Breigtnr	MF 18 Haller
MF 6 Schuster	MF 20 Grabowski
FW 7 Littbarski	GK 21 Schumacher
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ringtone

pic messages

chart

2260844 daniel bedingfield - if you're not the...
2260845 atomic kitten - the last goodbye
2260846 christina aguilera feat redman - dirty
2260847 ronan & lulu - we've got tonight
2260848 darius - rushes
2260849 nelly & kelly - dilemma
2260850 las ketchup - aserje
2260851 jio - jenny from the block
2260852 will young - don't let me down
2260853 lam lunch - united states of whatever
2260854 dj sammy & yanou - heaven
2260855 enrique iglesias - maybe
2260856 sugababes - stronger
2260857 s club - alive
2260858 scotler - posse (i need you on the...
2260859 madonna - die another day
2260903 westlife - unbreakable
2260904 justin timberlake - like i love you
2260905 shania twain - i'm gonna getcha good
2260906 big brovas - nu flow

classics

2260907 a - nothing
2260908 afroman - because i got high
2260909 britney spears - i love rock n roll
2260910 coldplay - yellow
2260911 feeder - buck rogers
2260912 the hives - hate to say i told you so
2260913 jamiroquai - love fool
2260914 kylie minogue - can't get you out of...
2260915 oasis - wonderwall
2260916 red hot chili peppers - by the way
2260917 nirvana - smells like teen spirit
2260918 stereophonics - have a nice day
2260919 toploader - dancin' in the moonlight
2260920 the vines - get free
2260921 will smith - black suits comin
2260922 wyclef jean - perfect gentleman

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PSXtensions

► ALL THE LATEST PERIPHERALS REVIEWED BY OUR TEAM OF EXPERTS!

Just received a new console this Christmas, or a few new games to keep you busy? We have taken a look at some new peripherals that may be useful to further enhance your gameplay.



HARRY POTTER PERIPHERALS

► Harry Potter is a global phenomenon, and Thrustmaster has recently released peripherals based on this hot Harry licence. Items available are a PS2 pad and disc holder for £15.99, a PSone memory card and pad for £12.99 and two PSone memory cards for a bargain £7.99. All the products

are extremely well made and versatile, decorated with pictures from *The Chamber Of Secrets*. The pads are responsive with full rumble capabilities and the buttons are comfortable, making them excellent value even for non-Harry fans. The disc holder is durable with enough space for 24 discs, and

the PSone memory cards are great value. If you're a Harry Potter fan, these will be just the thing to help you play *Chamber Of Secrets*, but to everyone else they are well-built good quality gaming devices.

SUPPLIED BY - THRUSTMASTER

PRICE - £7.99 - £15.99

SUPPLIED BY - GAMESTAR

PRICE - £39.99

SPORTS BOARD

► Over the years there have been a large number of skateboard peripherals released to try and recreate the arcade feeling. They have generally been wobbly and unresponsive, making them hardly worth buying, but Gamestar has come up with a new idea to make this control system work. The innovative Sports Board is essentially a snowboard, but rather than moving on peddles it uses pressure sensitive pads to recreate movement. This means that no weight, height or age restrictions need apply and the sensitivity can be adjusted to suit your requirements. The board is sturdy and easy to use and can easily be switched on and off using the signal booster. The device also enables a controller to be plugged in for performing special moves and will work with any extreme sports games. To be fair, the control method does not work especially well for *THPS*, but is fantastic for snowboarding games with your mates. A quality peripheral that desperately needs a decent PS2 snowboarding game.



AT LONG LAST! A SKATEBOARD PERIPHERAL THAT WORKS!

OVERALL

8 OUT OF 10

POD-IUM

SUPPLIED BY - TECHNIQUE LEISURE

PRICE - £199.75

► This new device from Technique Leisure is a full driving set-up, including a Cobra bucket seat as used in many high performance race spec cars and a sturdy frame to attach a steering wheel and pedals. The platforms for the wheel and pedals have rubber grips to ensure they stay in place. The unit is adjustable, for players of any size and shape, and can be purchased separately. If you don't have a steering wheel you can purchase one with the Pod-ium for an extra £70, but we recommend the new Joytech Williams F1 wheel. It's rather pricey, but a great way to bring your racing games to life.

OVERALL

8 OUT OF 10





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- 073 Forget About Dre - EMINEM
- 074 House Of The Rising Sun
- 076 Stan - EMINEM
- 077 Star Trek - Theme Tune
- 062 Bills, Bills, Bills - Destiny's Child
- 063 Cause I Got High - Afroman
- 064 Grease - Theme Tune
- 066 James Bond - Theme Tune
- 068 Star Wars - Theme Tune
- 069 Without Me - EMINEM
- 070 ET - Theme Tune
- 072 The Way I Am - EMINEM
- 030 Mission Impossible - Theme Tune
- 031 Austin Powers - Theme Tune
- 032 Clint Eastwood - Gollilaz
- 033 Out Of My Head - KYLIE
- 035 Lucky - Britney Spears
- 036 Men In Black - Theme Tune
- 037 Muppet Show - Theme Tune
- 038 Paradise City - Guns And Roses
- 039 Pulp Fiction - Theme Tune
- 040 Pure Shores - All Saints
- 042 Children - Robert Miles
- 043 Barbie Girl - Aqua
- 044 World Of Our Own - West Life
- 045 Its My Life - Bon Jovi
- 046 Gentle In A Bottle - Christine
- 047 Freestyler - Bomfunk
- 048 Uptown Girl - Billy Joel
- 049 Don't Speak - No Doubt

MOVIE POLYPHONIC TONES

- 100 20th Century Fox
- 102 Ace Ventura - Pet Detective
- 108 Armageddon
- 110 Axel's Theme
- 112 Beetle Juice
- 113 Blade Runner
- 117 Casablanca
- 119 Conan The Barbarian
- 121 Dances With Wolves
- 122 Doctor Doolittle
- 124 Edward Scissorhands
- 125 Escape From LA
- 127 EVITA
- 128 Rocky
- 129 Fame
- 130 Flashdance
- 131 Footloose
- 133 George Of The Jungle
- 134 Ghostbusters
- 135 Goldfinger
- 137 Good, Bad And Ugly
- 138 Dirty Dancing - Time Of My Life
- 139 James Bond
- 140 Jaws
- 143 Mission Impossible V.2
- 144 Mortal Kombat
- 148 Natural Born Killers
- 153 Pink Panther
- 154 Psycho
- 155 Raiders Of The Lost Ark

- 157 Romeo And Juliet
- 160 Star Trek - First Contact
- 161 Star Wars - V2
- 162 Starship Troopers
- 163 Grease - Summer Loving
- 164 Superman
- 166 The Matrix
- 167 The Saint
- 168 Titanic V2
- 169 Top Gun
- 170 Toy Story

R/N'B AND RAP POLYPHONIC TONES

- 444 Adam's Song - Blink 182
- 445 Ain't Nothing Personal - Snoop Dog
- 446 Ain't Nothing But A G Thing - Dr Dre
- 448 Been Around The World - Puff
- 449 Big Pimpin' - Jaz Z
- 450 Big Poppa - Notorious Big
- 451 See You When You Get There - Coolio
- 452 California Love - Tu Pac
- 453 Come With Me - Puff
- 456 Marshall Mathers - EMINEM
- 457 Stan - EMINEM
- 458 Slim Shady - EMINEM
- 459 Fire It Up - Busta Rhymes
- 460 Gangsta's Paradise - Coolio
- 461 Ghetto - Ice Cube
- 462 G's Hittler - Snoop Dog
- 463 Hard Knock Life - Jay Z
- 464 Hey Lover - LL Cool J
- 465 I Ain't Mad Aitcha - Tu Pac
- 466 I Swear - All 4 One
- 468 I'll Be Missing You - Puff
- 472 Nothing To Lose - Tu Pac
- 473 Notorious Thugs - Notorious BIG
- 474 Miss Jackson - Outcast
- 475 Put Your Hands - Busta Rhymes
- 476 Ready To Die - Notorious Big
- 477 Regulate - Warren G
- 478 Rock Superstar - Cypress Hill
- 479 Whoop There It Is - Tag Team
- 480 To All DJ's - Warren G
- 481 Too Hot - Coolio
- 482 Whats My Name - Snoop Dog
- 483 Woo Hah - Busta Rhymes

ROCK AND POP POLYPHONIC TONES

- 530 Get Ready - 2 Unlimited
- 531 A Womans Worth - Alicia Keys
- 532 Never Felt This Way - S Club 7
- 533 Smooth Criminal - Allen Ant Farm
- 534 All The Small Things - Blink 182
- 535 Bring It All Back - S Club 7
- 536 Dammit - Blink 182
- 539 Lately - S Club 7
- 540 Break Stuff - Limp Bizkit
- 541 Faith - Limp Bizkit
- 542 My Generation - Limp Bizkit
- 543 Rollin - Limp Bizkit
- 544 Crawling - Linkin Park
- 546 One Step Closer - Linkin Park

- 547 Dear Jessie - Madonna
- 551 Man Overboard - Blink 182
- 553 Billy Jean - Michael Jackson
- 556 Thriller - Michael Jackson
- 557 Natural - S Club 7
- 559 Reach - S Club 7
- 560 Livin La Vida Loca - Ricky Martin
- 561 She Bangs - Ricky Martin
- 562 S Club Party - S Club 7
- 563 Maria Maria - Santana
- 564 Affirmation - Savage Garden
- 566 It Wasn't Me - Shaggy
- 567 She's Out Of My Life - S Club 7
- 568 After The Love Has Gone - Steps
- 570 Beautiful Day - U2
- 572 Mission Impossible - U2
- 573 With Or Without You - U2
- 574 What's My Age Again - Blink 182
- 229 For Your Eyes Only
- 232 Alive And Kicking - Simple Minds
- 233 All In A Day - Corrs
- 234 All I Need Is A Miracle
- 235 All Outta Love - Air Supply
- 236 Always On Time - Ja Rule
- 237 Angels - Robbie
- 238 Annie's Song - Denver
- 239 At Your Side - Corrs
- 240 A Womans Worth - Alicia Keys
- 241 Back Home Again
- 242 Bad Intentions - Dr Dre
- 243 Beautiful Stranger - Madonna
- 244 Believe - Cher
- 247 Break Your Neck - Busta Rhymes
- 248 Breathless - Corrs
- 249 Bright Side Of Life
- 250 Broken Wings - Mister Mister
- 251 Burn - Tina Arina
- 252 Calling Elvis - Dire Straits
- 253 Call Me - Blondie
- 254 Can't Deny It - Nate Dogg
- 255 Can We Fix It - Bob The Builder
- 256 Change The Game Jay-Z
- 257 Closer - Corrs
- 258 Close To You - Carpenters
- 259 Cosmic Girl - Jamiroqui
- 260 Could You Be Loved - Bob Marley
- 261 Cool Summer - Bananarama
- 262 Dancing With Myself - Billy Idol
- 263 Desert Ralse - Sting
- 264 Don't Tell Me - Madonna
- 265 Don't You Forget Me - U2
- 267 El - Nelly
- 268 Emotions - Destiny's Child
- 269 Eternal Flame - Atomic Kitten
- 270 Eye Of The Tiger
- 271 Fairground - Simply Red
- 272 Fallin - Alicia Keys
- 273 Family Affair - Mary J Blidge
- 275 Flying Without Wings - Westlife
- 276 Fresh - Kool And The Gang
- 277 Frozen - Madonna
- 278 Get Ure Freak On - Missy Elliot
- 279 Girls On Film - Duran Duran
- 280 My Mind Set On You - G Harrison
- 282 He Ain't Heavy, He's My Brother
- 284 Home Alone - R Kelly

- 294 Killing Me Softly - Fugees
- 303 Miami - Will Smith
- 305 More Than A Woman - Aaliyah
- 306 Music - Madonna
- 308 My Way - Usher
- 321 Renegade - Jay Z + EMINEM
- 324 Rock DJ - Robbie Williams
- 325 Roll Out - Ludicris
- 336 Time Warp - Rocky Horror
- 337 Too Close - Blue
- 338 Tragedy - Bee Gees
- 341 Unbelievable - EMF
- 348 Whenever Wherever - Shakira
- 352 You Remind Me Of - R Kelly

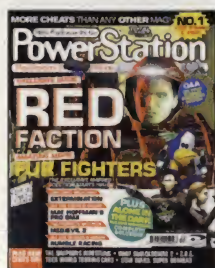
TELEVISION POLYPHONIC TONES

- 041 Addams Family - Theme Tune
- 490 Ally McBeal
- 176 Angel
- 060 A Team - Theme Tune
- 513 Avengers
- 061 Batman - Theme Tune
- 491 Battlestar Galatica
- 178 Baywatch
- 179 Beverly Hills Billies
- 180 Bewitched
- 182 Brady Bunch
- 492 Buck Rogers
- 183 Buffy
- 493 Cagney and Lacey
- 184 Charlie Brown
- 494 Charlie's Angels
- 185 Cheers
- 496 Chlps
- 209 Crockett's Theme
- 497 Dallas
- 186 Dawson's Creek
- 499 Digimon
- 189 Flintstones
- 190 Fraiser
- 191 Friends
- 500 Futurama
- 195 Happy Days
- 196 Happy Happy Joy Joy
- 065 Hawaii 50 - Theme Tune
- 501 Inspector Gadget
- 502 Itchy and Scratchy
- 202 Jetsons
- 503 King of the Hill
- 067 Knight Rider - Theme Tune
- 505 Kung Fu - Legend
- 203 Lone Ranger
- 206 Married with Children
- 207 Mash
- 211 Monty Python
- 212 Munsters
- 506 Muppet Show
- 507 Neighbours
- 215 Pokemon
- 216 Power Rangers
- 509 Quantum Leap
- 510 Red Dwarf
- 511 Roswell
- 217 Rugrats

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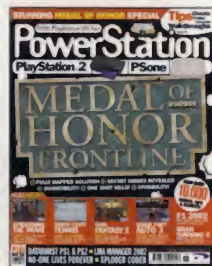
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WHAT KIND OF ANIMAL IS A RACCOON?

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| B | A fish |
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| D | A lizard |



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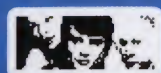
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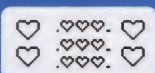
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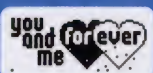
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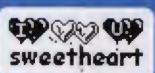
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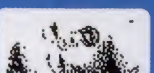
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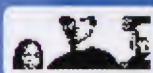
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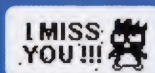
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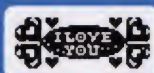
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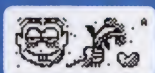
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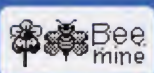
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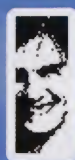
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ANNA KOURNIKOVA
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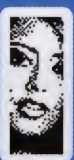
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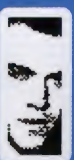
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PIERCE BROSNAN
9266



WILL YOUNG
9267



WILL YOUNG
9268



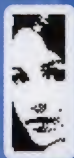
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9269



KELLY BROOK
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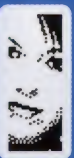
ANDREA CORR
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JUSTIN N SYNC
8609



LISA STEPS
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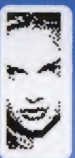
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8682



JESSICA GARLICK
8874



HAYLEY EVETTS
8875



ISABEL ROSWELL
9270



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LUCY LAWLESS
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8493



HALLE BERRY
8496



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8497



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8502



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8514



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8601



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8602



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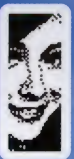
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WILLOW BUFFY
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DS-9
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8128



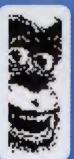
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STORM X-MEN
8458



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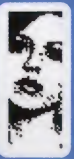
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LEX LUTHOR SMALLVILLE
8016



LORE STAR TREK
8021



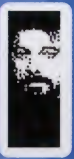
MARIA ROSWELL
8024



MARIA ROSWELL
8031



CAMERON DIAZ
8631



RIKER STAR TREK
8057



SISKO DS-9
8070



MARTOK DS-9
8047



KIDMAN
8050



NOG DS-9
8052



ODO DS-9
8053



PICARD STAR TREK
9270



QUARK DS-9
8055



O STAR TREK
9270



THE ROCK
8600



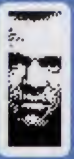
STONE COLD STEVE AUSTIN
8634



ROB VAN DAM
8635



STACY KEIBLER
8637



KURT ANGLE
8638



NWO
8640



CHRIS JERICHO
8641



THE UNDERTAKER
8642



HULK HOGAN
8643



9261



DAVID BECKHAM
7626



MICHAEL OWEN
7655



RIO FERDINAND
8614



MICHAEL ROSWELL
7873



TROI STAR TREK
8115

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If you want even more Action Replay codes to use on your favourite games, then point your browser at www.codejunkies.com or telephone 09064 774477 (calls cost 60p per minute, UK only)



STAR WARS BOUNTY HUNTER

MASTER CODE

0E3C7DF2
1853E59E
EE94A482
BCA99C80
Infinite Credits
CEA2977A
BCA99BE6
Unlock Concept Art
DEBFEB8A
BCAE7A6B
Unlock Trading Cards
DEBFF4B2
BBA89A82
Unlock All Levels
DEBFF4AA
BBA89A82
DEBFF4B6
BBA89A82

AUTO MODELISTA

MASTER CODE

0E3C7DF2
1853E59E
EE8BCD96
BCA99C80
All Secrets Open
DE817D96
E0AB9B83
Disable AI
DE9FAA1E
BF899B8B
DE9FAA1A
BCA99B83
Low Time
DE4DF082
BCA99B83
Better Engine
DEAE92E

FDA99B83
DEAE92A
FDA99B83
DEAE936
FDA99B83
DEAE932
FDA99B83
DEAE93E
FDA99B83
DEAE93A
FDA99B83
Better Handling
DEA60F5A
BCD9A483
DEA60F66
BCD9A483
DEA60F62
BCD9A483
DEAEF5FE
FC299B83
DEAEF5FA
FC299B83
DEAEF586
FC299B83
DEAEF582
FC299B83
DEAEF58E
FC299B83
DEAEF58A
FC299B83
DEAEF596
FC299B83
DEAEF592
FC299B83
DEAEF59E
FC299B83
DEAEF59A
FC299B83
DEAEF5A6

FC299B83
DEAEF5A2
FC299B83
DEAEF5AE
FC299B83
DEAEF5AA
FC299B83
DEAEF5B6
FC299B83
DEAEF5B2
FC299B83
DEAEF5BE
FC299B83
DEAEF5BA
FC299B83
DEAEF546
FC299B83
DEAEF542
FC299B83

RATCHET & CLANK

MASTER CODE

0E3C7DF2
1853E59E
EE8C2636
BCBBBD2A
Inf bolts
DE890916
1BA9AA2E
Infinite life
FE8AE1F6
BCA99B87
Backpacks codes
Hydro pack
FE8B223A
BCA99B84
Thruster pack
FE8B223B
BCA99B84
Heli pack

FE8B2238
BCA99B84
Head items
Sonic summoner
FE8B22C5
BCA99B84
002 mask
FE8B22C4
BCA99B84
Pilot helmet
FE8B22C7
BCA99B84
Weapons items
Bomb glove
FE8B22C0
BCA99B84
Inf. Bomb glove
FE8B224E
BCA99BAB
Suck Cannon
FE8B22C1
BCA99B84
Devastator
FE8B22C3
BCA99B84
Inf. devastator ammo
FE8B224A
BCA99B97
Taunter
FE8B22CC
BCA99B84
Have blaster
FE8B22CF
BCA99B84
Inf. blaster ammo
FE8B225A
BCA99B84
Have visibomb gun
FE8B22CD
BCA99B84
Inf. visibomb ammo

FE8B2252
BCA99B97
Have Pyrocitor
FE8B22CE
BCA99B84
Inf. pyrocitor ammo
FE8B2266
BCA99B73
Have glove of doom
FE8B22CA
BCA99B84
Inf. glove of doom ammo
FE8B2276
BCA99B8D
Have walloper
FE8B22C8
BCA99B84
Have mine gloves
FE8B22C9
BCA99B84
Inf mine glove ammo
FE8B2262
BCA99B85
Have tesla claw
FE8B22CB
BCA99B84
Inf. tesla claw ammo
FE8B226A
BCA99B73
Have morph-o-ray
FE8B22D5
BCA99B84
Have R.Y.N.O
FE8B22D7
BCA99B84
Inf R.Y.N.O ammo
FE8B227A
BCA99B84
Drone device
FE8B22D6
BCA99B84

Inf drone dev.
FE8B2206
BCA99B8D
Decoy glove
FE8B22D1
BCA99B84
Inf decoy glove
FE8B2202
BCA99B8D
Hand items
Swingshot
FE8B22C2
BCA99B84
Have hydrodisplacer
FE8B22D4
BCA99B84
Have trespasser
FE8B22D0
BCA99B84
Have metal detector
FE8B22D3
BCA99B84
Foot items
Magneboots
FE8B22D2
BCA99B84
Grindboots
FE8B22DD
BCA99B84
Gadgetron PDA
FE8B22DE
BCA99B84
Hologuise
FE8B22DF
BCA99B84
Items
Hoverboard
FE8B22DC
BCA99B84
Map-o-matic
FE8B22D9



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BCA99B84
Bolt Grabber
FE8B22D8
BCA99B84
Persuader
FE8B22DB
BCA99B84

ROCKY MASTER CODE

0E3C7DF2
1853E59E
EE85AD22
BCA99C80
Open All Characters
CE9C18EA
BCA99B99
Inf Health P1
CE976FB8
BCA9DA03
CE976F44
BCA9DA03
Inf Punch Power P1
CE976F40

BCA9DA03
1 KO Win P1
CE97607A
BCA99B86
1 Hit KO On P2
CE9766F8
BCA99B84
CE976684
BCA99B84
Max Strength
CE912E8A
BCA99BE7
Max Speed
CE912E96
BCA99BE7
Max Stamina
CE912E9E
BCA99BE7
Max Determination
CE912E92
BCA99BE7
Max Movement
CE912E9A
BCA99BE7

PRO EVOLUTION SOCCER 2

MASTER CODE

0E3C7DF2
1853E59E
E14740EE
BCA99C80
Home Team 99 - sel & up
010C0EC8
BCA99A71
F10D85DE
BCA99BE6



CEA147EE
BCA99BE6
Home Team 0 - Sel & Down
0E4134F8
BCA99A41
CEA147EE
BCA99B83
Away Team 99 - Sel & Left
0E4134F8
BCA99A01
CEA147EA
BCA99BE6
Away Team 0 - Sel & Left
0E4134F8
BCA99A61
CEA147EA
BCA99B83

RED FACTION II

MASTER CODE

0E3C7DF2
1853E59E
EE893AEA
BCA99C80
Cheats Menu:-
Super Health
C130C1F2
BCA99B84
Infinite Grenades
C130C1FC
BCA99B84
Director's Cut
C130C0FE
BCA99B84
Rapid Rails
C130C0F8
BCA99B84
Gibby Ammo
C130C0FA
BCA99B84
Extra Chunky
C130C084
BCA99B84
Infinite Ammo
F130C1FD
BCA99B84

Wacky Deaths
F130C1FF
BCA99B84
Walking Dead
F130C0F9
BCA99B84
Rain Of Fire
F130C0FB
BCA99B84
Gibby Explosions
F130C085
BCA99B84
Explosive Personality
F130C087
BCA99B84
Level select:-
Public Information
Building
F13134A6
BCA99B84
Shrike's Wild Ride
F13120AE
BCA99B84
Underground
F1311966
BCA99B84
Tank On The Town
F1311786
BCA99B84
Sopot's Citadel
F13108BE
BCA99B84
Hangin In The Hood
F131FA2E
BCA99B84
Dancing With The Dead
F130F636
BCA99B84
A River Runs To It
F130EFEE
BCA99B84
Inside The Nano Base
F130E50E
BCA99B84
In Sopot's Deadly Embrace
F130D6FE
BCA99B84



FIFA 2003

MASTER CODE

0E3C7DF2
1853E59E
EEA30D22
BCE48C32
Home Team 99 - Sel & Up
0E4134F8
BCA99A71

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Colin McRae Rally 3	L. of Rings Two Towers	State of Emergency
Commandos 2	Legia: Duel Saga	Stuntman
Conflict: Desert Storm	LMA Manager 02 & 03	Summoner 2
Dark Cloud	Mat Hoffman's Pro BMX 2	Terminator: Dawn of Fate
Dave Mirra BMX 2	Max Payne	The Getaway
Desert Storm (Conflict)	Medal of Honor Frontline	The Thing
Devil May Cry	Metal Gear Solid 2	The Two Towers
Draken: Ancient Gates	Minority Report	This is Football 02 & 03
Dynasty Warriors 2 & 3	Need for Speed H. Purs. 2	Time Splitters 1&2
Escape Monkey Island	Nightfire	Tony Hawk's 3 & 4
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Bodyart	Unlock All Tatted Up
	Outfit (Mike Metzger)
Ripped	Unlock Muscle
	Bound Outfit (Brian Deegan)
Soldier	Unlock Commander
	Outfit (Brian Deegan)
Thnkpink	Unlock Fun Lovin'
	Outfit (Leann Tweeden)
Spicy	Unlock Red Hot
	Outfit (Leann Tweeden)
Kidgame	Unlock Playing Jax
	Outfit (Stefy Bau)
Invasion	Unlock UFO Racer
	Outfit (Stefy Bau)
Wings	Unlock Tiki Outfit
	(Clifford Adoptante)
Nosleeve	Unlock Tankin' It
	Outfit (Clifford Adoptante)
Babyblue	Unlock Blue Collar
	Outfit (Mike Jones)
Boxcars	Unlock High Roller
	Outfit (Mike Jones)
Layers	Unlock Warming Up
	Outfit (Jessica Patterson)
not2gfy	Unlock Hoodie Style
	Outfit (Jessica Patterson)
Bookgud	Unlock Sharp
	Dresser Outfit (Greg Albertyn)
comet	Unlock Star Rider
	Outfit (Greg Albertyn)
yardsale	Unlock All Outfits
Physio	No Bike Mode
Loxsmnth	Unlock Everything
Witchkps	Slow Motion / Blur
	Mode
Allfreek	Always 'Freekick' Time

FREQUENCY

MASTER CODE

On the Start screen press \downarrow , \uparrow , \rightarrow , \leftarrow , $\times 2$, \uparrow , \rightarrow , \downarrow . A sound will confirm entry. This will enable the other codes to work.
Free Autocatcher: Press \rightarrow , $\times 2$, \leftarrow , \uparrow , \downarrow during gameplay
Free Multiplier: Press \rightarrow , $\times 2$, \uparrow , \downarrow , \rightarrow during gameplay

UNLOCKABLES:

- Normal Mode**
- Complete Stage 1 Track 1 - Unlock VR Tex Arena
 - Complete Stage 1 Track 2 - Unlock Constructo Arena
 - Complete Stage 1 Track 3 - Unlock Egilzer Arena
 - Complete Stage 1 Track 4 - Unlock Glashaus Arena
 - Complete Stage 1 Track 5 - Unlock Stage 2
 - Score 875 or more in Stage 1 to open a Bonus Track
 - Complete Stage 2 Track 4 - Unlock Parallaxia Arena + Stage 3
 - Score 800 or more in Stage 2 to open a Bonus Track
 - Complete Stage 3 including the bonus track to unlock Stage 4 on Advanced mode
- Advanced Mode**
- Complete Stage 1 Track 5 - Unlock Stage 2
 - Score 2,500 or more in Stage 1 to open Bonus Track
 - Complete Stage 2 Track 4 - Unlock Stage 3
 - Score 2,000 or more in Stage 2 to open Bonus Track
 - Complete Stage 3 Track 4 - Unlock Green Obelisk Arena and Stage 4
 - Score 2,000 or more in Stage 3 to open Bonus Track
 - Score 2,200 or more in Stage 4 to open Bonus Track
- Expert Mode**

- Complete Stage 1 Track 5 - Unlock Stage 2
- Score total of 4,000 or more in Stage 1 to open Bonus Track
- Complete Stage 2 Track 4 - Unlock Stage 3
- Score 3,600 or more in Stage 2 to open Bonus Track
- Complete Stage 3 Track 4 - Unlock Stage 4
- Score 4,000 or more in Stage 3 to open Bonus Track
- Complete Stage 4 Track 4 - Unlock VideoWall Arena and Stage 5
- Score 3,600 or more in Stage 4 to open Bonus Track
- Score 2,800 or more in Stage 5 to open Bonus Track
- Complete all songs including Bonus Tracks to unlock Secret Song - Surgecore Luge Crash
- Complete all songs including Bonus Tracks and Secret Song to unlock Super Secret Song - Robotkid Vs Intersk! End of your World

GAUNTLET: DARK LEGACY

While the game is loading, hold \circ . After the copyright screen, all the cut-scenes from the game will start playing. Press \circ to skip to the next scene; \triangle to exit.

NAME CODES

- Enter any of the following codes as a character's name to activate the cheat.
- | | |
|--------|----------------------------------|
| INVULN | Invincibility |
| ALLFUL | Have nine potions and keys |
| 10000K | 10,000 gold per level |
| XSPED | Run quickly |
| QCKSTW | Throw quickly |
| SSHOTS | Permanent super shot |
| MENAGE | Permanent triple shot |
| REFLEX | Permanent reflect shot |
| EGCG11 | Permanent Pojo the Chicken |
| ANGEL | Permanent Anti-Death |
| 000000 | Permanent invisibility |
| PEEON | Permanent X-ray vision |
| PURPLE | Permanent full turbo |
| DELTA | Perm. shrink enemy & growth |
| ICE600 | Dwarf: ice general |
| NUD069 | Dwarf: SAM outfit |
| STX222 | Jester: stick mansmiley face |
| PNK666 | Jester: stick man, green Mohican |
| KJH105 | Jester: stick man, baseball cap |
| BAT900 | Knight: battle general |
| TAK118 | Knight: Ninja |
| RIZ721 | Knight: quarterback |
| KAO292 | Knight: pigtales & orange skirt |
| DARTHC | Knight: black cape |
| STG333 | Knight: bald bloke |
| CS5222 | Knight: jeans and baseball bat |
| ABV984 | Knight: baggy grey shirt |
| DIB626 | Knight: blue top, a baseball cap |
| SIB964 | Knight: black, twin soxhies |
| AVAS55 | Valkyrie: Japanese schoolgirl |
| CEL721 | Valkyrie: cheerleader |
| TWN300 | Valkyrie: town general (reaper) |
| RAT333 | Warrior: rat head |
| MTN200 | Warrior: mountain general (orc) |
| CAS400 | Wizard: castle general (ogre) |
| SKY100 | Wizard: sky general (alien) |
| DES700 | Dodo: desert general (pharaoh) |
| GARM99 | Wizard: Garm |
| GARM00 | Wizard: robbed Garm |
| SUM224 | Wizard: dungeon master |

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

Pause game and press \uparrow , $\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow to hear a sound.

Note: This only works a few times.

FULL LASER SHOT POWER-UP

Pause game and press \uparrow , $\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow to hear a sound.

Note: This only works a few times.

CUBE ATTACK (GRADIUS III)

Reach Stage 9 in the game to unlock Cube Attack in Extra mode.

FIRST GRADIUS STAGE (GRADIUS III)

On Stage 10, let the boss hit you with a bullet to unlock the first Gradius stage in Extra mode.

EXTRA EDIT MODE (GRADIUS III)

Either complete the game or play for ten hours to unlock an Extra Edit option in Extra mode. This allows weapon combinations to be edited. More weapons can be unlocked for editing by completing the game a second time, or by playing for another ten hours!

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this.

STAGE SELECT (GRADIUS IV)

Complete the game without any continues.

GRAND THEFT AUTO 3

VEHICLE MISSIONS

Certain vehicles allow you to perform missions when inside them to earn extra cash. Press R3 to start them.

Vigilante: When in a Police car or Enforcer, you can chase and kill other criminals.

Paramedic: When in an Ambulance it's possible to do a good deed and save people.

Firefighter: Being in a Firetruck allows you to perform the Firefighter missions.

Taxi Driver: When you steal a Taxi, you can do some work as a taxi driver for extra cash.

CHEAT CODES

These should all be entered during play. It will say 'Cheat Activated' in the top left corner of the screen for every code except Increased Gore.

TANK:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

LOWER WANTED LEVEL:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

RAISE WANTED LEVEL:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

ALL WEAPONS:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

FULL HEALTH:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

FULL ARMOUR:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

MORE MONEY:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

DESTROY ALL CARS:

$\times 2$, \downarrow , \rightarrow , \leftarrow , \uparrow , \rightarrow , \downarrow , \rightarrow , \downarrow

IMPROVED HANDLING:

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
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
































$\times 2$, \downarrow , \rightarrow , $\$

SHIPS
Unlock Galaxy
PLANETS
View Planet Sketches
TEAM
View Dev Team
CREDITS
View Credits
WOZ
Hidden Christmas Video
DIRECTOR
Director Mode (press  to change camera,  to zoom)
OVERSEER
Unlock Nearly Everything
BLUENSF
Secret Spaceship for Bonus Missions
ANDREW
Bonus Multiplayer Missions
JAMEZ
James's Day Of Work
HEROES
Spaceship & Cast Pictures
SIMON
Pictures Of Simon
SHOTS, SIZZLE or HOTE
Default Screen

STAR WARS: SUPER BOMBAD RACING

CHEATS
Enter these codes at the main menu, after selecting the number of players. A message will confirm correct entry - press  to activate cheat. (To disable a cheat, re-enter the code.)

Play As Boba Fett:    
Everyone's A Kaadu:    
Battle Tank:    
Infinite Boost:    
Faster Queen Amidala:    

SHIPS
Shack Racer:    
Super Speedy Mode:    
Super Honk Mode:    
Note: Press  to knock rival flying.
All Death Star Mode:    
Note: Every power-up is a Death Star.
Backward Facing Mode:    
Super Spinning Mode:    
Slip 'N Slide Mode:    
Super Arena Mode:    
Note: Arena battles now on race tracks.





Space Freighter Arena:    
Language To German:    
Language To Spanish:    
Language To French:    
Language To Italian:    
Language To English:    
Language To Jawa:    
Language To Battle Droid:    





GALAXY CIRCUIT
To unlock this bonus tournament, play through each individual race and finish in the top three on each track. Note: To make this much easier, set the race to one lap, two maximum racers and select two-player mode.





REVERSE TRACKS
To unlock the option to race the tracks in reverse, complete the Galaxy Circuit with any character and receive a gold medal.





PLAY AS DARTH VADER
To make him selectable, play through the Galaxy Circuit as Anakin Skywalker and win with a gold medal.





STATE OF EMERGENCY





UNLIMITED TIME IN CHAOS MODE
Whilst playing quickly press     a message will confirm code entry.





UNLIMITED AMMUNITION
Whilst playing quickly press     a message will confirm code entry.





PUNCHES DECAPITATE
Whilst playing quickly press     a message will confirm code entry.

LITTLE PLAYER
Whilst playing quickly press     a message will confirm code entry.

BIG PLAYER
Whilst playing quickly press     a message will confirm code entry.

NORMAL PLAYER
Whilst playing quickly press     a message will confirm code entry.




LOOTING ON THE RISE
Whilst playing quickly press     a message will confirm code entry.

REVOLUTION MISSION SKIP
To move onto the next mission in Revolution mode, simply press    . When done correctly, a text box congratulating you for completing your task will appear.

STREET FIGHTER EX 3













































SECRET FIGHTERS

Complete Game	Unlock
x1	Sagat
x2	Bison
x3	Ganada
x4	Shadow Geist
x5	Kairi
x6	Pullum Puruna
x7	Area
x8	Darun Mister

x9	Vukano Rosso
MEDAL SECRETS	
Earn all ten of each medal type in Career mode (Normal or Hard level) to unlock the following features.	
Bronze: Sakura becomes narrator (press  on Sakura to activate).	
Silver: Unlock Bison II (press  on Bison to choose).	
Gold: Unlock Evil Ryu (press  on Ryu to choose).	
Platinum: VS Bison II and VS True Bison added to Arena Mode.	

STREET HOOPS

CHEATS
Open the Game Settings menu and then enter the Cheat screen and enter the following codes...

Pimp Outfits	   
Crown Outfits	   
Cowboy Outfits	   
Kung Fu Outfits	   
Tuxedos	   
Santa Claus Costumes	   
Normal Ball	   
Black Ball	   
Red, White and Blue Ball	   
Block Party	   
Power Game	   

BONUS MUSIC VIDEOS
Leave the game alone on start up and then wait until after the Demo to get a video from Cypress Hill and three other classic rap bands.
UNLOCK MASTER P AND LU ROMEO
Buy a few grand's worth of P Miller clothing from the Footlocker store to unlock these characters.

UNLOCK SPEEDY
Start a World Tournament to unlock Speedy as a playable character.

UNLOCK ANDI PLAYERS
Complete the World Tournament and then pay \$10,000 to unlock the Andi players: Headache, Main Event, Hot Sauce, Booger and A.O. Each player costs \$10,000.















UNLOCK EXHIBIT
Complete Lord of the Court on the Venice Beach Court to unlock this rap star as a playable character.

UNLOCK CYPRESS HILL
Complete World Tournament mode on the hardest difficulty setting to unlock DJ Muggs and Bobo from Cypress Hill.

UNLOCK HALF MAN-HALF AMAZING
Beat the Urban Miten in World Tournament and pay \$10,000 to unlock this great B-baller as a playable character.

UNLOCK SILK THE SHOCKER
Win Lord of the Court in Shakespeare Park to unlock this silky character.

SPECIAL MOVES
Press the following buttons to perform these unique manoeuvres.

Fake Left	 
Fake Right	 
Look Up	 
Maja Look	Hold  
Around The World	 
Shamgod	 
Slip N Slide	 
Whoow	 

STUNTMAN


CHEATS


Enter these case-sensitive driver's names in the 'New Game' menu.

BiNdeR	_____Unlock Everything
SeZ4nr	_____Unlock all Cars
Tumps	_____Unlock all Arena Toys
BonVieTT	_____Unlock all Trailers

SUMMONER




QUICK SPELL

Cast a spell, press  for pause menu, then select Inventory. Exit the screen to resume game and your spell will be cast instantly.




HIDDEN FLY SEQUENCE
Select the Credits option from main menu, then press  while the credits are rolling.

SUPER BUST-A-MOVE

MORE LEVELS

Press    at the Push Start Button screen to make an icon appear in the corner of the screen. Your extra levels can be found in Arcade mode, in Puzzle mode.

MORE CHARACTERS

Press    at the Push Start Button screen and an icon will appear in the top-left corner of the screen. Some extra characters will now be available to use.

SUPERMAN: SHADOW OF APOKOLIPS

CHEAT CODES

Enter these in the Cheats menu and a message will appear to confirm correct entry.












Infinite Superpower
JOR EL(include Space)

Infinite Health
SMALLVILLE
Unlock Everything....
MYX2PLK
Unlock Movies
LANA LANG(include Space)
Unlock Biographies ..
LARA
Unlock Hard Mode
BIZARRO

SURFING H3O

UNLOCK SHARK SURFER
Score 300 points on all levels.
BONUS CHARACTERS & BOARDS
Complete the game on Normal difficulty to unlock Tyrone King, Lara Barcella, Gareos and six boards. Complete the game on Semi-Pro to unlock Morsa, Serena Knox, Jojo and six boards. Complete the game on Pro to unlock Mikey Sands, Largo, Lyco Sassa and five boards. Complete the game on Master difficulty to unlock Surfido and three boards.









SWING AWAY GOLF

ALL GOLFERS
At the main menu (Story mode etc), press         to hear a sound.
LEFT-HANDED GOLFER
At character select screen, highlight a golfer then hold   and press .

TEST DRIVE OVERDRIVE

Put the pedal to the metal with this awesome code and all the unlockable features from this new racing challenge.

SUPER CHEAT

Select New Game, then at the main menu press        . A message will appear to confirm entry. Now all the secrets will be unlocked.

UNLOCKABLES

■ Complete San Francisco to unlock all the San Francisco tracks and the following cars.

Chevrolet Corvette L-88
Jaguar XK-R
Lotus Elise
Shelby Cobra 427 SC
Ford Mustang
Reese's Chevrolet Camaro

Dodge Charger Police Car (Cop Chase mode only)
Ford SVT Mustang Cobra R Police Car (Cop Chase mode only)

Dodge Viper GTS Police Car (Cop Chase mode only)

■ Complete Tokyo to unlock all the Tokyo tracks and the following cars.

Nissan Skyline GT-R V-Spec
Dodge Charger
Subaru Impreza 22B
Shelby Series 1
Toyota Supra Police Car (Cop Chase mode only)

Nissan Skyline GT-R V-Spec Police Car (Cop Chase mode only)

Subaru Impreza 22B Police Car (Cop Chase mode only)

■ Complete London to unlock all the London tracks and the following cars.

Chevrolet Chevelle SS 454
Skeeter's Pontiac GTO
Skeeter's Chevrolet Chevelle

Dodge Viper GTS
Jaguar XK-R Police Car (Cop Chase mode only)
Lotus Elise V8 Police Car (Cop Chase mode only)

Aston Martin DB7 Vantage Police Car (Cop Chase mode only)

■ Complete Monte Carlo to unlock all the Monte Carlo tracks and the following cars.

Aston Martin DB7 Vantage
Chevrolet Corvette 206
TVR Cebra Speed 12
Ford SVT Mustang Cobra R
Jaguar XJ220
TVR Cebra Speed 12 Police Car (Cop Chase mode only)

Jaguar XJ220 Police Car (Cop Chase mode only)
Chevrolet Corvette 206 Police Car (Cop Chase mode only)

■ Complete the Finals to unlock all the final tracks and the following cars.

Ford GT
Dodge Concept Viper GTS-R

SPECIAL SECRET CARDS

When you have completed the finals, enter the San Francisco drag race again and select the Dodge Viper GTSR Concept. Simply beat the fastest time and enter your name as SOUNDMAX. This will unlock the last three cars...

Jaguar XK-R Soundmax
Jaguar XKR Analog Devices
Aston Martin db7 Sound Max

TEKKEN TAG TOURNAMENT

BONUS CHARACTERS

A hidden fighter is unlocked each time Arcade mode is completed, in this order: Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrey, Roger & Alex, Kuma & Panda, Kazuya Mishima, Ogre, True Ogre, Protogee Jack, Mokujin & Tetsujin, Devil & Angel, and Unknown.

PLAY AS TIGER

At the character selection screen, highlight Eddy and press .

PLAY AS ANG

Beat On Normal: Unlock Bank on Arcade mode
Beat On Normal Under 0:55: Infinite Ammo cheat
Beat On Hard: Lumberjack character
Beat On Hard Under 2:35: Hood character

2020 Planet-X:
Beat On Easy: Space Opera bots
Beat On Easy in Under 0:50: Green Alien character
Beat On Normal: Unlock Spaceship on Arcade mode
Beat On Normal in Under 1:30: Float Alien character
Beat On Hard: Pillar Alien character
Beat On Hard in Under 1:50: Headless Characters cheat

1965 Mansion:
Beat On Easy: Horror Shocker bots
Beat On Easy in Under 0:56: Large Heads cheat
Beat On Normal: Unlock Mail on Arcade mode
Beat On Normal in Under 1:30: Overall Mutant cheat
Beat On Hard: Mutant Priest character
Beat On Hard in Under 1:35: Girl Zombie character

2000 Docks:
Beat On Easy: Law And Order bots
Beat On Easy in Under 1:15: Soldier characters
Beat On Normal: Unlock Compound on Arcade mode
Beat On Normal in Under 1:30: Big Hands cheat
Beat On Hard: Masked Soldier character
Beat On Hard in Under 2:40: Shock Trooper character

2035 Spaceways:
Beat On Easy: Unlock Challenge mode and Credits
Beat On Easy in Under 1:05: Red Alien character
Beat On Normal: Unlock Warzone in Arcade mode
Beat On Normal Under 1:10: Lady Alien character
Beat On Hard: Stewardess character
Beat On Hard Under 2:55: Small Heads cheat

CREDITS & CHALLENGE MODE
 Complete the final part of Story mode to unlock these features.

CHALLENGE MODE
 Complete the following challenges to unlock the secrets.

- 1-A: Living Dead bot set
- 1-B: Brown and Green Zombie characters
- 1-C: Jacket, Police & Skull Zombie chars
- 2-A: Duckman bot
- 2-B: All Enemies Are Ducks cheat
- 2-C: Duckman character
- 3-A: Robo Fish bot
- 3-B: All Enemies Are Robo Fish cheat
- 3-C: Robo Fish character
- 4-A: Next Challenge
- 4-B: Bricks cheat
- 4-C: Bricks Weapon
- 5-A: Impersonator bot
- 5-B: Enemies Into Impersonators cheat
- 5-C: Impersonator character
- 6-A: Next Challenge
- 6-B: Masked SWAT character
- 6-C: Veiled SWAT character
- 7-A: Gingerbread bot
- 7-B: Enemies Into Gingerbread Men cheat
- 7-C: Gingerbread character
- 8-A: Fun Bunny bot
- 8-B: Turn Enemies Into Bunnies cheat
- 8-C: Fun Bunny character
- 9-A: TimeSplitter bots
- 9-B: TimeSplitter character
- 9-C: Second TimeSplitter character

TOCA RACE DRIVER

CHATS
 Input these codes in the bonus file to grab all the cars and tracks without having to step into the car.

CARS

Unlock All Cars

TRACKS

Unlock All Tracks

SIM

Realistic Racing

DAMAGE

More Damage

CREDITS

End Credits

TOKYO XTREME RACER

HANGING TOYS

Hold the following buttons while selecting the Shift Assist option and keep them held until race starts. The toy figure will be hanging by your mirror in first person view.

- Green Gremilin: **□ + ○**
- Blue Mosquito: **□ + ○**
- Tusked Creature: **□ + ○**
- Pink Baby Gremilin: **□ + ○**

WHITE CARISMO CAR

Defeat last Zodiac (White Carismo) to unlock his car and get \$4 million dollars.

Note: For \$5 million dollars when you defeat him, let him win the first time. Then challenge him and win.

SKYLINE CAR

Defeat the Speed King to get \$3 million and unlock the Skyline car to buy.

TONY HAWK'S PRO SKATER 3

SECRET SKATERS

To unlock each skater, finish Career mode the

number of times indicated, using different skaters and getting all goals and gold medals.

Skater	Times Completed
Darth Maul	x1
Wolverine	x2
Officer Dick	x4
Private Carrera	x5
Ollie	x7
Kelly Slater	x8
Demoness	x10

SECRET LEVELS

Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals...

Skater	Times Completed
Warehouse	x3
Burnside	x6
Roswell	x9

BONUS MOVIES

Watch Pro Bails Tape:

Grab any three medals to watch this tape.

Watch Highlight Tapes:

Grab three gold medals with any character to get a special video of that star in action.

Watch Pro Bails 2 Tape:

Grab three gold medals with a custom skater.

BONUS ITEMS

Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

Extra	Times Completed
Snowboard	x11
Constant Special	x12
Perfect Rail Balance	x13
Super Stats	x14
Giant Skaters	x15
Slowmo	x16
Perfect Manual Balance	x17
Tiny Skaters	x18
Moop Physics	x19
Expert Challenge	x20
First-Person Skaters	x21

CHEAT CODES

Go to the Cheats menu (from the Options) to enter the following codes.

Unlock All Cheats:

BACKDOOR
 Now start a game and pause it, then select the Cheats option and press **○** to toggle the cheats on and off.

Unlock All Movies:

PEEPSHOW
 YOHOMIES
 ROADTRIP

Unlock All Skaters:

LEVEL SELECT:

UNLOCK NEVERSOFT EYEBALL MAN
 To unlock the Neversoft Eyeball Man (from the intro sequence) as a playable character, finish the Career Mode 21 times, getting 54 Goals and three Gold Medals, with all skaters.

TONY HAWK'S PRO SKATER 4

Input the codes in the cheat menu and you can then turn them on/off in the in-game options menu.

CHEAT CODES

Matrix Cheat nospoon

Moon Gravity superfly

SECRET SKATERS

Enter these names in the Create Skater profile to unlock these secret characters.

5\$%&!

Aaron Skillman

Andrew Skates

Andy Marchal

Angus

Altha Jefferson

Ben Scott Pye

Big Tex

Brian Jennings

Captain Liberty

Chauwa Steel

Chris Peacock

ConMan

Danaconda

Dave Stohl

DDT

DeadDeadRoad

Gary Jesdanun

Henry Ji

Jim Jagger

Joe Favazza

John Rosser

John

Kenzo

Kevin Mulhall

Kraken

Lindsey Hayes

Lisa G Davies

Little Man

Marilena Rixfor

Mat Hoffman

Matt McPherson

Maya's Daddy

Meek West

Mike Day

Mike Lashever

Mike Ward

Mr Brad

Nolan Nelson

Parking Guy

Peasus

Pete Day

Pooper

Rick Thorne

Silk

Stacey D

Stacey Ytuarte

Team Chicken

Ted Barber

Todd Wahoske

Top Bloke

Wardcore

Zac ZIG Drake

get thinner.

Stealth: **□ x2, □ x2, □ x2, □ x2**

Equips the players with cloaking devices.

Big Head: **←, →, ←, →, ←, →, ←, →**

06: YYYYYYYYYY
07: YYYYYYYYYY
08: NNNNNNNNN
09: NNNNNNNNN
10: YNNNNNNNN
11: YNNNNNNNN
12: NNNNNNNNN
13: YYYYYYYYYY
14: YNNNNNNNN
15: YNNNNNNNN
16: YNNNNNNNN
17: YNNNNNNNN
18: YNNNNNNNN
19: YNNNNNNNN
20: YNNNNNNNN
21: YNNNNNNNN
22: NNNNNNNNN
23: YNNNNNNNN
24: YNNNNNNNN
25: YNNNNNNNN
26: YNNNNNNNN
27: YNNNNNNNN
28: YNNNNNNNN
29: NNNNNNNNN
30: NNNNNNNNN

FINAL FANTASY IX

BLACKCAT CARD GAME
Complete the game and sit through the ending. When 'The End' appears on screen, press **△ ○ ○ ○ ○ △ ○**.
→ △ ○ ○ ○ ○ ○ ○ ○ ○ to hear a noise (like a lion selecting an item). Now press **△** to play a bonus Blackcat card game.

FIRESTORM: THUNDERHAWK 2

MISSION PASSWORDS

South America: 1: Arms Running
1 PH70VEB0U44I
2 DRHVS93FDQ5QJ
3 3BH3SV6QED24UA

South East: 2: Stealth Down
1 63G15UAAVMS5Q
2 SFGT596AVTAR1
3 URTG596AVTMS42

Central America: 3: Recapture Town
1 BPCPS1U7QES1Q
2 DCPGS1MQ7Q4Q
3 SFGPS1MBQK16S

Middle East: 1: Recapture Territory
1 4W457TEQDE0A0
2 77H856N6QDAS1A
3 23G1569QQRDM4H2

Middle East: 2: Oil Dispute
1 BTPPS1U7H4E49Q
2 CFTS161U7L4SD
3 FTFGS167P7U4M7A
4 H8R0S12U7U50A

South China Sea
1 URGPS1ASBUESQ
2 MFGPS1U3QJUMIA
3 ONFPS1U3QJUMIA

Panama
1 93CS59RUNCGE40A
2 WGS5HUNGCA5SQ
3 JNGH4CPKMG5T1

Eastern Europe
1 LSGG406VEES
2 FTG5SQVQ6M1A
3 27K50UMV4MS8Q

FORMULA 1

CHEAT CODES
On the Race Quality screen (Practice/Qualify/Race) in a Single Race, hold **△** to enter the following codes quickly. A message will appear to indicate it's worked.
BONUS TRACK: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Now start the current race and abandon it. Choose a Single Race in Arcade Mode again and, when you reach the Grand Prix screen, flick through the tracks to find the Grand Champion Bonus Track – in the shape of an F1 car!
Lava Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Buggy Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Bike Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Glider Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
This cheat totally ignores the commentary, making Murray Walker talk gibberish.
German Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Spanish Mode: **△ ○ ○ ○ ○ ○ ○ ○ ○**
MODE MIXING
Most of the cheat codes can be combined. For instance, you can have buggies racing in the very Lava Mode, as long as you enter the latter code last.

FORMULA 1 '97

ARCADE HIDDEN TRACKS & '90s MODE
To reveal the hidden track on each level of arcade difficulty, you must be placed first in every single race.
CHEATS
To activate the cheats, simply select 'Grand Prix' from the main menu. Then choose 'Select Driver'. Now edit that driver's name for the desired effect:
Virtual Reality Style Graphics
VIRTUALLY
Background Music & New Sound FX
SWAP SHOP
Overinflated Tyres
LITTLE WHEEL
Wipeout 2007 Mode
F1
Helicopter Viewpoint
ZOOM
Murray & Martin Sprite Commentators
BOX CHATTER
Four Extra Tracks
BILLY BONUS
Frogs Instead Of Raindrops
CATS DOGS
Round 16 In Championship
OEN ALES
(200 Points, 2nd Place)
Extra Views
When on the track, pull into the side and press **△** on pad 2 to bring up the views menu. Note: It won't work if your car is in the pits.
UNLOCK ARCADE TRACKS
Enter your name as TOO EASY to unlock all the Arcade tracks.
BONUS TRACK/REVERSE COURSES

First, race in Spain (Barcelona) and get black-flagged. Quit to the main options menu and select Williams no.1 (Jacques Villeneuve). Race any circuit (don't practise or qualify) and get black-flagged again. Quit to the main options menu and select any circuit. You'll notice that you can select a bonus track and many of the courses will be in reverse.

FORMULA 1 '98

SECRET TRACKS
Go to the Driver/Team Select and press **△** for Options, then Edit Driver Name. Change the name to unlock the two secret tracks:
Chevy Poofs Stunt Course
Go Cows Roman Forum
(where '.' = space)

FORMULA 1 '99

HIGH-SCORE CODES
Enter each of these codes as a high score name in Grand Prix mode. The quickest way to achieve this is to finish in the top six of a 5-Lap Single Race on the 'Easy' skill level.
Wings Race: RINGS
Start Grand Prix mode again and the new mode will appear at the bottom of the menu. In this mode you simply have to collect as many gold rings as you can in the time limit.
Safety Car Race: SAFETY
Start Grand Prix mode again and the new mode will appear at the bottom of the menu with Single Race, Championship and so on.

Night Race: NIGHTS
Start a Quick Race to see the Monaco Nights track.

FORSAKEN

CHEATS MENU
On the main menu, press **△ ○ ○ ○ ○ △ ○**. Now select Cheat Options from the bottom of the Options screen.

FREESTYLE SCOOTER

CHEAT MODE
Start a 1P Circuit game and press **△** to pause during play. Then press **→ △ ○ ○ ○ ○ △ ○** to see a message at the top of the screen. Now all the arenas and riffs will be selectable.

FRENZY

LEVEL SELECT
Enter PICKLE as a password to see "Password Incorrect". Press **△** to return to main menu and find new 'Cheat Menu' option. Choose the latter for a Cheat menu.

FROGGER

INFINITE LIVES:
Press pause then tap **→ △ ○ ○ ○ ○ △ ○ ○ ○ ○**
ACCESS ANY LEVEL
Press pause then tap **→ △ ○ ○ ○ ○ △ ○ ○ ○ ○**

FRONT MISSION 3

REMAIN ALL SKILLS
After beating the game with either Emma or Alisa, wait for the credits to finish rolling. You'll then be given the option to save your game. Do so. Now when you play through the game again, you'll keep all the skills you learned on your way through the first game.
WONDER WAZER
After completing Mission 46, get online and make your way to the Armoured site. Search BBS three. At the end of the board is the code 555XQ24. Make a note of it. Head for the Aspidog Carriage Pit. Examine the infernal driver. Key in the code and you'll be sent the Hoshin MK112, along with a pretty tasty laser. Tack these two together and upgrade all the way to get one of the best units in the game.

FUTURE COP: LAPD

PASSWORD CHEATS
Enter these via the Password option found on either the Come War or Precinct Assault zone selection screen.
D0YFISL1 All missions completed (in current mode).
D1FISLFL All missions completed and locked.
D1YFASRHR All missions completed. All Easter Egg weapons.
S1FQYBER No missions completed. Invincibility allowed.
SYMRCGBRL No missions completed. All Easter Egg weapons.
D1YFASRHY All missions completed and locked.
D1YFASLJH All missions completed and locked.
All Easter Egg weapons. Invincibility allowed.

PAUSE CHEATS

Press **△** to pause mission, then **△** to bring up the Options menu. Highlight 'Volume Sound FX' and enter one of the following codes. Then highlight 'Quit' and select 'Yes' – if the code was entered correctly, the options will flash once instead of quitting. You can then resume play. Note: Remember to be careful when entering each code, as if you get it wrong you'll quit the game!
Reload Shields: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Reload Gun: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Reload Heavy: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Reload Special: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Power Up Gun: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Power Up Heavy: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Power Up Special: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Invincibility: **△ ○ ○ ○ ○ ○ ○ ○ ○**
Add 300 Points (Proc. Assault): **△ ○ ○ ○ ○ ○ ○ ○ ○**
Blue Player To Black (Precinct Assault): **△ ○ ○ ○ ○ ○ ○ ○ ○**
△ ○ ○ ○ ○ ○ ○ ○ ○

CRIME WAR PASSWORDS

2 TAFQYBLR
3 CROGYBLRY
4 FUMQYBLRL
5 FUMQYBLU
6 TAFQYBLR
7 CROGYBLRY
8 FUMQYBLRL
9 SIFYGBSR

JUMP POWER-UP

During a Crime War mission, press **△** to pause, then **△** to bring up the Options menu. Highlight 'Volume Sound FX' and press **△ ○ ○ ○ ○ ○ ○ ○ ○**. Then highlight 'Quit' and select 'Yes'. You'll now be able to jump higher – and over most walls.

G

GEX

PAUSE CHEATS

Pause, then hold **△** to enter any of the following codes.
Infinite Lives: **△ ○ ○ ○ ○ △ ○ ○ ○**
Fire Balls: **△ ○ ○ ○ ○ △ ○ ○ ○**
Ice Balls: **△ ○ ○ ○ ○ △ ○ ○ ○**
Electricity: **△ ○ ○ ○ ○ △ ○ ○ ○**
Super Jump: **△ ○ ○ ○ ○ △ ○ ○ ○**
Invincibility: **△ ○ ○ ○ ○ △ ○ ○ ○**

GEX 3D: ENTER THE GECKO

PAUSE CODES
Press **△** to pause game and highlight the 'Quit' option. Hold **△** to enter any of the following codes, to hear a chime.
Infinite Lives: **△ ○ ○ ○ ○ △ ○ ○ ○**
Invincibility: **△ ○ ○ ○ ○ △ ○ ○ ○**
Level Select: **△ ○ ○ ○ ○ △ ○ ○ ○**
Resume play and press **△** at the top for other levels.
Gex Quotes: **△ ○ ○ ○ ○ △ ○ ○ ○**
Resume play and press **△** to make Gex talk.

Rambling Gex: **△ ○ ○ ○ ○ △ ○ ○ ○**
Timer: **△ ○ ○ ○ ○ △ ○ ○ ○**
You'll get an on-screen timer during play. In the Media Dimension, press **△** then hold **△** to view the best times.

Debug Mode
Enter the Level Select code, then any other code in the Media Dimension. Press **△** to bring up a debug menu. Select 'Collectables Menu' for all the collectables and removes you from 'Select'. Get All Remotes, then increase the first Remotes to maximum to open up all the areas and levels.

Best Ending
Enter the following password, then defeat Rez in Channel Z to see the alternate ending.
△ ○ ○ ○ ○ △ ○ ○ ○
△ ○ ○ ○ ○ △ ○ ○ ○
△ ○ ○ ○ ○ △ ○ ○ ○
△ ○ ○ ○ ○ △ ○ ○ ○
△ ○ ○ ○ ○ △ ○ ○ ○
△ ○ ○ ○ ○ △ ○ ○ ○

GEX: DEEP COVER GECKO

LEVEL SELECT/DEBUG
Pause game, then hold **△** and press **△ ○ ○ ○ ○ △ ○ ○ ○**. Unpause and press **△** to access Debug menu for Level Select and Collectables etc.

INVINCIBILITY
Pause game, then hold **△** and press **△ ○ ○ ○ ○ △ ○ ○ ○**.

GEX QUOTES

Pause game, then hold **△** and press **△ ○ ○ ○ ○ △ ○ ○ ○**. Resume play and press **△** to make Gex talk.

VANITY CODES
Complete all four Secret TV levels (one in each Caves area) to open the vault in Mission Control. You can then enter it to input these cheat codes (move D-pad **△** to change symbol; **△** to move between them; press **△** to enter code):

△ ○ ○ ○ ○ Extra Life
△ ○ ○ ○ ○ Ten Lives
△ ○ ○ ○ ○ Invincibility
△ ○ ○ ○ ○ Eight Hit Paws
△ ○ ○ ○ ○ Play As Alfred
△ ○ ○ ○ ○ Play As Gex
△ ○ ○ ○ ○ Play As Rex
△ ○ ○ ○ ○ Gex Video 1
△ ○ ○ ○ ○ Gex Video 2
△ ○ ○ ○ ○ Gex Video 3
△ ○ ○ ○ ○ All Gex Videos
△ ○ ○ ○ ○ Level Select
△ ○ ○ ○ ○ Gex Quotes (press **△**)
△ ○ ○ ○ ○ Cheat Menu (press **△**)

GHOST IN THE SHELL

MISSION SELECT & ALL FMV
At the main menu, quickly press **△ ○ ○ ○ ○ △ ○ ○ ○**.
△ ○ ○ ○ ○ to hear a sound. You can now select any mission. To view all the FMV sequences, select Options, then Movie Replay.

Hidden Picture
Finish all missions without continuing. You can now see a bonus picture after the end-of-game credits.

GLOBAL DOMINATION

LEVEL SELECT
During play, press **△ ○ ○ ○ ○ △ ○ ○ ○** to bring up a level select box. Press **△** to scroll through the missions, then **△** to start that level.

CHEAT CODES
Enter these codes during play.
Make Empire Bigger: **△ ○ ○ ○ ○ △ ○ ○ ○**
Level Country: **△ ○ ○ ○ ○ △ ○ ○ ○**
Increase Special Weapons: **△ ○ ○ ○ ○ △ ○ ○ ○**
Increase Special Forces: **△ ○ ○ ○ ○ △ ○ ○ ○**
See Sub: **△ ○ ○ ○ ○ △ ○ ○ ○**
Increase Defences: **△ ○ ○ ○ ○ △ ○ ○ ○**
Defence Split Into S: **△ ○ ○ ○ ○ △ ○ ○ ○**
Fire All Defences: **△ ○ ○ ○ ○ △ ○ ○ ○**

GLOVER

CHEATS
Pause during play to enter the following codes. A message will confirm correct entry.
Cheat Menu: **△ ○ ○ ○ ○ △ ○ ○ ○**
Infinite Lives: **△ ○ ○ ○ ○ △ ○ ○ ○**
Inv. Health: **△ ○ ○ ○ ○ △ ○ ○ ○**
Checkpoint Select: **△ ○ ○ ○ ○ △ ○ ○ ○**
Call Ball: **△ ○ ○ ○ ○ △ ○ ○ ○**
Disable All Cheats: **△ ○ ○ ○ ○ △ ○ ○ ○**

GOALSTORM

SPECIAL KONAMI TEAM
On the 'Press Start' screen, with the two footballers on it, press **△ ○ ○ ○ ○ △ ○ ○ ○**. By inputting the code on pad 1, the team will have the home strip; with pad 2, the away strip. The players will also look like they've got paper bags on their heads!

GUNDAM 0079: THE WAR FOR EARTH

PASSWORDS
Scene 1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Scene 2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Scene 3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Scene 4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Scene 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
VIEW THE ENTIRE GAME
Enter the password **△ ○ ○ ○ ○ ○ ○ ○ ○**, then select 'Playback' in options.

G-POLICE

LEVEL PASSWORDS
Disc 1:
15 ECLTSHBA
3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
6 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
7 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
9 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
11 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
12 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Disc 2:
15 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
16 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
19 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
20 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
21 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
22 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
23 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
24 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
25 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
26 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
27 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
28 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
29 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
30 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
31 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
32 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
33 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
34 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
35 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
36 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

INVINCIBILITY
During the 'Mission Briefing Screen' hold **△ ○ ○ ○ ○ △ ○ ○ ○**.
△ ○ ○ ○ ○ and press **△** to hear a sound. Note: The game won't progress past the current mission when this is active.

ALL WEAPONS, UNLIMITED AMMUNITION
During the 'Weapons Loadout Screen' hold **△ ○ ○ ○ ○ △ ○ ○ ○**.
△ ○ ○ ○ ○ and press **△** to hear a sound. Note: The game won't progress past the current mission while cheat is active.

SECRET MISSIONS

To reveal all six of the secret missions, enter PANTAGON when you are on the password screen. The word 'Cheaf' will appear in the bottom-right corner of the screen. The secret missions can be found on the 'Training Missions' menu.

OTHER EFFECTS

The following three codes are also entered on the password screen:
SUPACAM – new camera angle
BENHILL – high-speed traffic
WOOHOO – police siren

G-POLICE 2

ALL SECRETS
Enter UTUPIA as a password to unlock all 15 bonus missions, FMV sequences, music test and art gallery.
LEVEL SELECT
Enter PLINTH as a password to unlock all 30 standard missions and Credits sequence.
LEVEL PASSWORDS
From the Options screen, select Password to input any of these codes. In fact, if you enter the one for Level 30, you'll be able to choose any level on the start screen.

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
6 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
7 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
9 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
11 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
12 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
16 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
19 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
20 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
21 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
22 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
23 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
24 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
25 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
26 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
27 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
28 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
29 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
30 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

GRAND THEFT AUTO

SUPERCHEATS
Enter the following player names to enable a host of goodies.
★STAR★
...All weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, coordinate display, maximum wanted level, 5x bonus.

THESHI

All weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, 5x bonus.

MADMAN

All weapons, unlimited ammo, level select, armour, get out of jail.

GROOZY

All weapons, unlimited ammo, armour, get out of jail.
CHEAT CODES
Enter the following player names to enable various cheat effects.
TURF All cities
EARTHIS Maximum wanted level
BLUWME Display coordinates
CHUFF No police
WEYHE 9,999,990 points
SATANLIVES 99 lives
EXCREMENT 5x multiplier

GOOD CHEAT

Enter Your name as HANGTHED and you can follow the red arrows to view all the endings.
FREE CAR BOMB
Even if you have no money, you can still get a car bomb fitted. Just drive into the shop and when the bloke says you haven't got enough money, he'll still have given you the bomb!

GRAND THEFT AUTO: LONDON

CHEAT CODES
Enter one the following player names at the character screen to activate the corresponding cheats:

TOOLEUP
All weapons, full ammo, Get Out Of Jail Free Card, x3 Armour.

SIDEBURN
x5 Bonus Multiplier

DONTMESS
All weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour.

HAROLDHAND
Parrot image, all levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, 9,999,990 points.

GETCARTER
All levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, x4 Wanted Level.

PENTHOUSE
First 3 levels

READERWIFE
All levels opened

FREEMANS
All levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, x99 Lives, x5 Bonus Multiplier

MCVCAR
99 Lives

BIGBEN
9,999,990 points

SWEENEY
Coordinates

OLDBILL
x4 Wanted Level

GRASS
No cops

MAYFAIR
First two levels

RAZZLE
All levels opened

GRAND THEFT AUTO 2

CHEAT CODES
Enter the following as a player name for these effects. Also if you want to change radio stations, tap forward when driving.

ITALLUP Select any level
NAVARONE All weapons
MUCHCASH Extra cash
LIVELONG Infinite energy
LOSEFDS No police
DESIRE Maximum wanted level
HIGHFIVE Multiplier x5
BESCORE 10 million points
NOFRILLS Debug mode
WUGGLES Display coordinates

CHEAT FUNCTIONS

Enter WUGGLES as your name and start the game (to see coordinates at the top of the screen). Now plug a pad into port 2 and press the following buttons to cheat away: For \$100,000, press **△**. To instantly clear your wanted level, press **△**. To toggle your polarity with each gang, press **○** or **○** (each one controls a different gang).

GRAN TURISMO

ARCADE MODE
Extra Tracks (Easy Mode):
To reveal an extra four tracks (Autumnring, Deep Forest, SS 15, and Grand Valley Speedway) you need to win all three classes (A, B & C) on the first four tracks: High Speed Ring, Trial Mountain, Grand Valley East, and Cuban Stage 5.

Extra Cars (Easy Mode):
As you complete each new track, you'll receive an extra car dealer:

Autumn Ring Toyota
Deep Forest Subaru
Special Stage Route 5 Dodge
Grand Valley TVR

Arche Mode Ending Movie (Normal Mode):
In order to open up the ending credits, you need to win all eight races on all three classes.

GT HI-FI (Hard Mode):
The final bonus item in Arcade is this higher resolution mode.

GRAN TURISMO MODE

GT HI-FI
By winning the Gran Turismo World Cup you'll open up the GT HI-FI option – instead of receiving a car. To view the choice of tracks, click the 'Next' button within the Special Events selection – to the right of the endurance races.

GRAND THEFT AUTO 2

SUPER LICENCE
Earn all the standard licences and you'll unlock the Super Licence option on the licence test menu.

EVENT SYNTHESIZER RACE
Earn the Super Licence to unlock the random 'Event Synthesizer' race in the GT League.

23 Mainland
24 Gunboat

MIKEHISVID
AFQMOICPVPG

MONSTER TRUCKS

CHEATS
Enter these on the main menu. The cheats need to be re-entered every time you play.

Tail Trucks: 0, x1, 0, x1
No Damage: 0, x1, 0, x1
Super Grip: 0, x1, 0, x1
Extra Strength: 0, x1, 0, x1
Checkpoint Lift: 0, x1, 0, x1
Note: Only works for Endurance races. Press 0 and a helicopter will come and winch you to the next checkpoint.

MORTAL KOMBAT 3

PLAY AS NOOB SABOT
Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Sabot Mode' Kombat Kode, then quit the game.
Step 2: At the character select screen, choose the 'Hidden' icon, then move up to Reiko with your now-invisible cursor, and select him using Block + Run - you will have actually chosen to play as Noob Sabot.
Note 1: In a 2-Player game, both of you can be Noob Sabot.
Note 2: To play as Noob in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose Hidden and then select Group the same way you would choose Reiko in Step 2.

PLAY AS MEAT
Step 1: In a 2-Player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.
Step 2: Choose anyone on the character select screen - you'll have actually chosen Meat.
Note: If you have completed Step 1 of the cheat to Play As Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat move.
STAGE SELECT IN 1-PLAYER GAMES
Step 1: Go to the Practice Menu and select the stage that comes before the one you'd like to play.
Step 2: Start Practice and Quit. When you go to start a 1-Player game, you'll start off at your desired stage.

Free Play: infinite credits available in the one-player mode.

Smoke: activates him as a playable character.
Fatality Time: turn it off for infinite time to perform fatalities.

Level Select: turn it on and you'll be able to choose any stage - including the Hidden Portal - from a menu at the bottom of the screen after you choose your fighter.
One Round Match: when it's on, fights will last just one round.

One Hit Death: when it's on, the first player to strike will automatically win the round.

Alternative Cheat Mode
If you're having trouble accessing the secret cheat mode, here's a simpler version: During the opening demo, press 0, 0, 0. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the 'One Round Match' or 'One Hit Death' options.

RANDOM SELECT
To choose your fighter at random, either player must hold 0 + 0 together. Ensure that Player 1's selection screen is on Shang Tsung and Player 2's is on Liu Kang.

KOMBAT KODES
When the Vs screen appears, there are six boxes at the bottom of the screen that are your doorway to a multitude of hidden secrets. The following codes indicate how many times each player should quickly press 0, 0, and 0. Eg for Super Run Jumps (321-789), Player 1 must tap 0 x1, 0 x2, 0 x1; while Player 2 taps 0 x7, 0 x8, 0 x9.

321-789	Super Run Jumps
722-722	Combo Disabled
555-556	Special Moves Disabled
684-63	Fast Up/Down Recovery
024-699	Super Endurance Mode
390-390	PI/2 Inflicts Half Damage
975-310	Power Bars Regenerate
040-040	Real Kombat
100-100	Throwing Disabled
020-020	Blocking Disabled
707-707	PI/2 Quarter Enemy
033-033	PI/2 Half Enemy
987-123	No Life Bars

MORTAL KOMBAT 4

KOMBAT KODES
When the Vs screen appears, there are six boxes at the bottom of the screen that are your doorway to a multitude of hidden secrets. The following codes indicate how many times each player should quickly press 0, 0, and 0. Eg for Free Weapon (111-111), Player 1 must tap 0 x1, 0 x1, 0 x1; as must Player 2.

111-111	Free Weapon
100-100	Throwing Disabled
444-444	Armed & Dangerous
666-666	Silent Kombat
050-050	Explosive Kombat (last hit causes loser to explode)
222-222	Random Weapons
123-123	No Power (start off with very little energy)
555-555	Many Weapons
060-060	No Rain (on the Wind World stage)
002-002	Weapon Kombat (both players never drop weapons)

012-012	Noob Sabot Mode
020-020	Red Rain (on the Wind World stage)
010-010	Max Damage Disabled
110-110	Throwing & Max Damage Disabled
011-011	Kombat Zone: Goro's Lair
022-022	Kombat Zone: The Well
033-033	Kombat Zone: Elder Gods
044-044	Kombat Zone: The Tomb
055-055	Kombat Zone: Wind World
066-066	Kombat Zone: Reptile's Lair
101-101	Kombat Zone: Shaolin Temple
202-202	Kombat Zone: Living Forest
303-303	Kombat Zone: The Prison
313-313	Kombat Zone: Ice Pit
001-001	Unlimited Run
321-321	Big Head Mode

CHAT MENU
Step 1: In a 2-Player game, enter the Kombat Kode '302-313' at the Vs screen, then quit the game.
Step 2: At Options menus, highlight 'Venus Screen' and hold Block + Run until Cheat Menu appears.

PLAY AS GORO
Step 1: Finish the game using Shinnok as your character.
Step 2: At the character select screen, choose the 'Hidden' icon. Move up to Shinnok with your now-invisible cursor, and choose him using Block + Run - and you will have actually chosen Goro as your character.
Note: In a 2-Player game, only one player can be Goro - whichever performed Step 2 first.

Note 2: To play as Goro in Group mode, first complete

Step 1. Now in Group mode - on Shinnok's turn - choose Hidden, then select Group the same way you would choose Shinnok in Step 2.

PLAY AS NOOB SABOT
Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Sabot Mode' Kombat Kode, then quit the game.
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Note: In a 2-Player game, only one player can be Goro - whichever performed Step 2 first.

Note 2: To play as Goro in Group mode, first complete

Enter these codes on the title screen.
Pocket Bike Mode: 0, x1, 0, x1
Reverse Mode: 0, x1, 0, x1
Enable All Ten Tracks: 0, x1, 0, x1
Enable All Ten Tracks (Reversed): 0, x1, 0, x1
Night Races: 0, x1, 0, x1
Ultra-Boosted Bike: 0, x1, 0, x1
Victory Movie: 0, x1, 0, x1
Credits Movie: 0, x1, 0, x1

MOTO RACER 2

MIRROR MODE
Win the Gold trophy in the Super Bike Championship to open up the Mirror Mode - available for Practice and Single Races.
Reverse Mode
Win the Gold trophy in the Moto X Championship to open up the Reverse Mode - available for Practice and Single Races. Reverse Mode and Mirror Mode can be combined once both are available.

Ultimate Championship
Win the Gold trophy in all three Championships (Super Bike, Moto X and Dual Sport) to open up the Ultimate Championship.

Enter them on the main menu - the screen should flash 7, but remain on the menu. Note that re-entering a code will turn off the cheat.

Superbike Championship Completed:
0, x1, 0, x1
This gives you the Mirror Mode (on Practice/Single Race conditions).

Moto X Championship Completed:
0, x1, 0, x1
This gives you the Reverse Mode (on Practice/Single Race conditions).

Dual Sport Ch'ship Completed:
0, x1, 0, x1
If you've entered the previous two cheats, this activates the Ultimate Championship.

Mirror & Reverse & Ultimate Championship:
0, x1, 0, x1
Rather than entering the three codes above, you can get the same effect with this one.

Automatic Championship Win:
0, x1, 0, x1
This works for the first three championships. It puts you straight to the last race - just complete it (in any position) and you'll have won the championship!

Slow Opponents: 0, x1, 0, x1
Big Guns (Dirt Bike): 0, x1, 0, x1
Ultra Fast Bike: 0, x1, 0, x1
Display Credits: 0, x1, 0, x1
When you select 'Start' from the menu, the credits will roll.

MOTOR TOON GRAND PRIX 2

DEBUG MODE
Choose 'Goodies' from the main menu, then hold any of the L or R buttons and press 0. You should now see four numbers at the bottom right of the screen. Now pressing 0, 0, 0, 0 (combine button presses for each digit; eg 0, 0, 0, 0 for 3), Press 0 to enter each digit and input the following codes:
Extra Tracks: 0, 0, 0, 0
Tank Combat: 5453
Submarine X: 5378

MTV SPORTS: PURE RIDE

SECRET CHARACTERS
Achieve these feats to unlock extra characters and FMV sequences.
Duke: Complete all Specialist Halfpipe events.
Bones: Complete all Specialist Skateboard events.
Pedder: Complete all Specialist Big Air events.
Brad Schuffelo: Be first in Specialties Three-Two Cup in Tour Challenge mode.
Mark Montoya: Be first in Swiss Army Open in Tour Challenge mode.
Blaise Rothenath: Be first in Sims Invitational in Tour Challenge mode.
Nichelle Taggart: Be first in MTV Sports Finals in Tour Challenge mode.

MTV SPORTS SKATEBOARDING

ALL UNLOCKED
Enter PASVRD as a name in Lifestyle mode to unlock all boards, parks, costumes and skaters.
MTV SPORTS: TJ LAVIN'S ULTIMATE BMX
BONUS LEVELS
Play the TJ's Backyard level and get the key (found near the old van) to unlock the Warehouse Rock bonus level. Once you've done this, go to the blue halfpipe. There is a second key above the pipe that unlocks yet another bonus level.

THE MUMMY

BONUS CODES
Start a game, then pause and quit the game. Select Replay Level, then Bonus Game Modes. On the next screen, select Enter Code to input any of the codes below. The cheats will appear in the list above, where they are tagged on/off.
Bonus Level: 0, 0, 0, 0, 0, 0, 0, 0
All Weapons Available: 0, 0, 0, 0, 0, 0, 0, 0
Infinite Lives: 0, 0, 0, 0, 0, 0, 0, 0
Unlimited Ammo: 0, 0, 0, 0, 0, 0, 0, 0
Invincible: 0, 0, 0, 0, 0, 0, 0, 0

MUPPET MONSTER ADVENTURE
CHAT CODES
Enter these on the main menu ('Start New Game' etc.)
PI FATALITIES
Note: If you quit the game, the codes are cancelled, so you'll have to re-enter them before starting another game.
Unlock All Levels: 0, x1, 0, x1
Level Select In Main Menu: 0, x1, 0, x1
Invincibility: 0, x1, 0, x1
Ballistic Chain Weapon: 0, x1, 0, x1
Toggle Debug Input: 0, x1, 0, x1
Unlock All Gallery Items: 0, x1, 0, x1
Shao Kahn Tower: Perform the Stage Fatality
Suikyo Tower: Perform the Stage Fatality

MOTO RACER

CHEATS

as the sunflower game on the first level.
Tunnel Soak Test: 0, x1, 0, x1
Note: A bit of a pointless code. Robin just gets stuck in the level loading tunnel!
ALTERNATE ENDING SEQUENCE
Get a 100% game completion to view an alternate ending sequence.
EASY MUPPET CODES
They'll reappear in previous levels in the same locations, so just beat the same opponent again for more coins.

NAGANO WINTER OLYMPICS '98

GOLD MEDAL
On the title screen, press 0, x1, 0, x1
ENDING
At options, press 0, 0, 0, 0 to Go to Event Select, choose Olympics. Enter name as TWY from Russia. Go to selection screen to see ending.

NAMCO MUSEUM VOL. 1

GALAGA - NON-SHOOTING ENEMIES
On the first stage, don't shoot at the ships as they go into their formation. Once they're all in formation, isolate the two leftmost blue bees. Kill all the other ships except these two. Once you have, let the two bees fly and shoot at your for the next 10 to 20 minutes (don't fire a shot during this time). You can hide in the right corner for most of the time, only moving out to avoid the odd shot. After a while you'll notice that the bees stop shooting at you. Once this happens, let them do a few more passes to make sure, then kill them. For the last of the game, no ships will shoot at you!

NAMCO MUSEUM VOL. 2

GROBDA - LEVEL SELECT
At the Grobda title screen, hold 0, 0, 0, 0 and press 0.

DRAGON BUSTER - LIFE REFILL
On Dragon Buster title screen, press 0 ten times or more followed by 0 to begin your game. Now, whenever your vitality drops below 32, press 0, 0 and it'll shoot back up to 128 - although it'll cost you one credit.

NANOTEK WARRIOR

PAUSE CHEATS
Pause the game to enter these codes.
Random Cursing: 0, 0, 0, 0, 0, 0, 0, 0
Cockpit View: 0, 0, 0, 0, 0, 0, 0, 0
Rotate Enemy & Obstacle Positions: 0, x1, 0, x1
Camera Lock: 0, 0, 0, 0, 0, 0, 0, 0
Destructible Obstacles: 0, x1, 0, x1
PASSWORD CHEATS
Enter these codes as passwords.
Lock-On Lightning Bolt Special Weapon: 0, 0, 0, 0, 0, 0, 0, 0
Black Nanotech Ship: 0, 0, 0, 0, 0, 0, 0, 0
Power-Up Weapon: 0, 0, 0, 0, 0, 0, 0, 0
FULL STORY
Insert the game disc into a PC compatible CD-ROM drive. View the STORY.TXT file for the complete version of the NanoTek Warrior story.

SCREEN SHOTS
Insert the game disc into a PC compatible CD-ROM drive. Load the .JPG files with a graphics program to display screen shots from the game.

PASSWORDS

Normal	0, 0, 0, 0, 0, 0, 0, 0
2	0, 0, 0, 0, 0, 0, 0, 0
3	0, 0, 0, 0, 0, 0, 0, 0
Bonus 1	0, 0, 0, 0, 0, 0, 0, 0
4	0, 0, 0, 0, 0, 0, 0, 0
5	0, 0, 0, 0, 0, 0, 0, 0
6	0, 0, 0, 0, 0, 0, 0, 0
Bonus 2	0, 0, 0, 0, 0, 0, 0, 0
7	0, 0, 0, 0, 0, 0, 0, 0
8	0, 0, 0, 0, 0, 0, 0, 0

Hard

2	0, 0, 0, 0, 0, 0, 0, 0
3	0, 0, 0, 0, 0, 0, 0, 0
Bonus 1	0, 0, 0, 0, 0, 0, 0, 0
4	0, 0, 0, 0, 0, 0, 0, 0
5	0, 0, 0, 0, 0, 0, 0, 0
6	0, 0, 0, 0, 0, 0, 0, 0
Bonus 2	0, 0, 0, 0, 0, 0, 0, 0
7	0, 0, 0, 0, 0, 0, 0, 0
8	0, 0, 0, 0, 0, 0, 0, 0

NASCAR 2001

TREASURE ISLAND TRACK
Win a season on the Veteran difficulty setting.
BLACK BOX CLASSIC CAR
Win the Short Track Challenge to unlock the Black Box Classic car.
BLACK BOX EXOTIC CAR
Win the Half Season to unlock the Black Box Exotic car.
EA SPORTS CAR
Win the Road Course Challenge to unlock the EA Sports Car.
EA.COM CAR
Win the Superspeedway Shootout on either the Veteran or Legend difficulty setting.
CHEATS
Select Credits, then Development at the options menu and wait for the FMV to complete, then enter a code as the credits start to roll.
Proving Grounds Track:
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Treasure Island Track:
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Play As KC Monstade (#181):
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Play As Shorty Leung (#180):
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Play As Jacko Michaels (#167):
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Play As Asher Boldt (#133):
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0
Alternate John Andretti's Car:
Hold 0 and press 0, 0, 0, 0, 0, 0, 0, 0

NASCAR RACING '98

EA SPORTS CAR
In Exhibition mode, go to the Race Setup/Car Select screen and highlight Kenny Wallace's car. Then hold 0 and press 0, 0.

Note: You'll lose this car if you leave Exhibition mode.
PINNACLE CAR
In Exhibition mode, go to the Race Setup/Car Select screen and highlight Bobby Labonte's car. Then hold 0 and press 0, 0.

Note: You'll lose this car if you leave Exhibition mode.

PAINTBALL GUN
Pause during a race and go to Race Statistics screen. Press 0, 0, 0, 0 at exactly the same time to hear an engine sound. Return to the race action and press 0 to shoot paintballs!

NASCAR RACING '99

EXTRA DRIVERS
Select Single Race from the main menu and choose the relevant track for the desired driver (eg Charlotte for Bobby Allison). Highlight 'Select Car' and enter the relevant code (within a few seconds) to hear an engine noise and make the new car appear.

Bobby Allison:
Charlotte - 0, 0, 0, 0, 0, 0, 0, 0

Davey Allison:
Talladega - 0, 0, 0, 0, 0, 0, 0, 0

Alan Kulwicki:
Bristol (Day) - 0, x1, 0, x1, 0, x1, 0, x1

Cale Yarborough:
Daytona - 0, x1, 0, x1, 0, x1, 0, x1

Richard Petty: Martinsville - 0, x1, 0, x1, 0, x1, 0, x1

Benny Parsons: Richmond - 0, x1, 0, x1, 0, x1, 0, x1

Waving Driver
Switch to cockpit view, then hold 0 to make the driver wave.

PAINTBALL GUN
Pause during a race and go to Race Statistics screen. Press 0, 0, 0, 0 at exactly the same time to hear an engine sound. Return to the race action and press 0 to shoot paintballs!

NBA HANGTIME

CHEAT CODES
These are entered at the Tonight's Matchup screen, pressing the 0, 0, 0 buttons to increase the first, second, and third digits.

035 - Baby Sized Players
040 - No Music
111 - Tournament Mode
130 - Fast Passing
273 - Stealth Turbo
284 - Maximum Speed
390 - No Pushing
461 - Unlimited Turbo
552 - Hyper Speed
610 - No Codes Allowed
616 - Block Power
709 - Quick Hands
802 - Maximum Power
937 - Goal Tending

EXTRA CHEATS
Enter the following button sequences quickly on the Tonight's Matchup screen. You'll know it's worked when the code box flashes white.

Big Heads: Hold 0, press 0 + 0
Huge Heads: Press 0, 0, 0, 0
Roofing Jam: Hold 0, press 0 x3
All-American Basketball: Hold 0, press 0, 0, 0
Shot Percentage On: Rotate D-pad clockwise starting with 0

No Tag Areas: Press 0, 0, 0, 0
No Bulls: Press 0, 0, 0, 0
No CPU Assistance: Hold 0, press 0, 0, 0
RANDOM TEAM SELECT
Press 0 + 0 at Team Select screen.

RODMAN'S HAIR
On the Team Select screen, go to the Chicago Bulls and press 0 to change Dennis Rodman's hair colour.

HIDDEN PLAYERS
Enter the following name codes at the 'Enter Name' prompt, and their corresponding PHL numbers.

Name Code	PHL	Hidden Player
AMIRCH	2020	Dan Arndich
BARDO	6000	Bardo
CARLOS	1010	Carlos Pesina
DANIEL	0604	Daniel Thompson
DANR	0000	Dan Rovia
DWITA	0201	Sal Dwita
EDDIE	6213	Eddie Fernier
EUGENE	6767	Gee
JAMIE	1000	Jamie Rivett
JAPPLE	6	

PANKA

PLAY AS DARTH MAUL

Complete the main game as Qui-Gon Jinn on either Easy or Jedi mode. Then, when you play a continued game, highlight Qui-Gon and press until the picture changes to Darth Maul.

PLAY AS QUEEN AMIDALA

Complete the game as Jedi mode with Obi-Wan Kenobi. Then, on a continued game, press when Obi-Wan is highlighted and you can select Queen Amidala.

STAR WARS: EPISODE 1
PHANTOM MENACE

CHEAT MENU

On the title screen, highlight option and press , , , . Then hold + + + to bring up a cheat menu.

STAR WARS:
MASTERS OF TERAS KASI

MINISET MODE

Hold + + when choosing your fighter and keep holding them until the fight starts.

ALTERNATE COSTUMES

Hold at the character selection screen and select your character.

LEVEL SELECT

Select Chewbacca as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Practice or Arcade mode. The level select may now be accessed in versus mode: use and to choose the arena.

FIGHT AS A STORMTROOPER

Select Han Solo, set the difficulty level to Standard, Player Change to No, and set Continue to No. Now complete the game in Arcade mode.

FIGHT AS DARTH VADER

Select Luke Skywalker, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode.

Note: When playing as Darth, the secret Mara Jade character will appear instead of a minor match.

FIGHT AS YODA KAT

Set Player Change to No, and Continue to No. Defeat at least seven adversaries in Survival mode. Jodo has the same moves as Boba Fett.

FIGHT AS SLAVE LEIA

Select Princess Leia, set difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode. You can now select 'Leia' (in slave costume).

BIG HEAD MODE

Select Yoda in Practice mode. Hold after choosing a character, keep it held until the match begins.

FULL SCREEN

Hold + + after choosing a character and keep the buttons held until the match begins.

STREET FIGHTER ALPHA

COMPUTER-CONTROLLED DAN

Win the fifth, sixth or seventh match and hold + . Use these buttons held until the winning quote is displayed and then release it. If it's worked, you'll go to the next fight in the sequence and 'New Comes A New Challenger' will flash up on screen before you're whisked away to Dan's hidden location.

COMPUTER-CONTROLLED AKUMA

There are two different methods. Firstly, you can try beating the game without losing a single round and achieving a minimum of ten super combo finishes (this is ten victories with the 'S' symbol displayed). Do this on any level higher than four and Akuma will stroll on and humiliate you after the final boss.

Alternatively, try positioning your character over the character you wish to fight as on the character select screen. Hold + then hold . Keep the three buttons held down until Akuma has pulverised your opponent, then fight.

SELECTING DAN

Go to the random select box on the character screen and hold then press , , , . If the code has worked, Dan will appear. For Dan's alternate costume, enter the code backwards (ie , , ,).

SELECTING AKUMA

During the character select screen, go to the random box and hold then press , , , (where = towards outside of character box), Akuma will appear as your character selection. For Akuma's alternate costume, finish the code with , , (instead of , ,).

SELECTING M. BISON

Go to the random box on the character select screen and hold then press , , , (where = towards outside of character box). For Bison's alternate costume, finish the sequence with , , (instead of , ,).

DRAMATIC BATTLE

Complete the game on any skill level higher than four and a new option called 'Dramatic Battle' will appear in the options menu. Plug in two controllers and you and your pal will take on Bison with Ken and Ryu - you both share the same energy bar. Once you've obtained the Dramatic Battle option, you can save it to your memory card.

STREET FIGHTER ALPHA 2

WHITE DHALSIM & VEGA

Select Training Mode, choose Dhalim or Vega, then start playing. Do the teleport move at the instant the fighter disappears, press go to the menu, highlight Normal mode. Start again and your fighter will appear in White.

OLD-STYLE CHUN-LI

Hold for five seconds before pressing one of the other buttons to select her.

FIGHTING TURBO AKUMA

To meet Turbo Akuma in Arcade mode, simply battle through the game on any level setting and get at least eight Super Combo finishes before you reach the final match against your respective boss. Instead of fighting them, Akuma will warp down onto that stage.

PLAY AS TURBO AKUMA

Highlight Akuma on the character-select screen and hold for a few moments. Now press , , , . Your cursor should start and finish on Akuma. Now hold again and then push another button to select.

STREET FIGHTER COLLECTION

PLAY AS CAMMY

Choose Vega in Arcade mode and finish the game in first place with a score of more than 50,000, then enter the letters CAM on the high score screen. Now, when you select the Vs mode, press three times when Vega is highlighted.

PLAY AS EVIL DUDE RYU

Choose Arcade mode and put the cursor on Ryu as normal, then press three times.

CLASSIC CHARACTERS ON STREET FIGHTER ALPHA 2

To play as the old-style street fighters, select their Alpha counterparts and press twice on them.

PLAY AS AKUMA ON SUPER STREET FIGHTER

Choose Vs mode, highlight Ryu and press + + + .

STREET FIGHTER EX 2

PLAY AS GARUDA

On the main menu screen, move the cursor to 'Arcade' and press x3. Move the cursor to to 'Practice' and press x2. Move the cursor to to 'Director' and press x3.

PLAY AS SHADOW

On the main menu screen, move the cursor to 'Versus' and press x3. Move the cursor to to 'Option' and press x4. Move the cursor to 'Versus' and press x3.

PLAY AS KAIRI

On the main menu screen, move the cursor to 'Option' and press once. Move the cursor to to 'Bonus Game' and press x3. Move the cursor to to 'Practice' and press x2.

PLAY AS HAYATE

On the main menu screen, move the cursor to 'Bonus Game' and press x2. Move the cursor to to 'Director' and press x4. Move the cursor to to 'Practice' and press once. Move the cursor to to 'Arcade' and press x3.

EXCEL BREAK & SATELLITE FALL

To unlock two new fantastic bonus games, go to the main menu screen and move the cursor to 'Bonus Game' and press x5. Move the cursor to to 'Option' and press x3. Move the cursor to to 'Versus' and press x2.

MANIA MODE

To unlock this crazy mode, go to the main menu screen and move the cursor to 'Practice' and press x5. Move the cursor to to 'Arcade' and press x5. Move the cursor to to 'Versus' and press x3. Move the cursor to to 'Option' and press once. Move the cursor to to 'Bonus Game' and press once. Move the cursor to to 'Practice' and press x4.

Mania Mode Sample Data

To unlock this, and get an example of what you have to do, go to the main menu screen and move the cursor to 'Practice' and press once. Move the cursor to to 'Director' and press once. Move the cursor to to 'Versus' and press once. Move the cursor to to 'Arcade' and press once. Move the cursor to to 'Option' and press once. Move the cursor to to 'Bonus Game' and press once. Move the cursor to to 'Director' and press once. Move the cursor to to 'Versus' and press once. Move the cursor to to 'Arcade' and press once. Move the cursor to to 'Practice' and press once. Move the cursor to to 'Option' and press once. Move the cursor to to 'Bonus Game' and press once. Move the cursor to to 'Director' and press once. Move the cursor to to 'Versus' and press once. Move the cursor to to 'Arcade' and press once. Move the cursor to to 'Practice' and press once. Move the cursor to to 'Option' and press once. Move the cursor to to 'Bonus Game' and press once. 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PPA

These are the games we intend to cover next issue, but due to changing release dates we reserve the right to fill the magazine with pictures of Monkey Tennis

ringtones and polyphonics

polyphonics: Nokia • Samsung • Sharp • Sagem • Panasonic • Sony Ericsson • Motorola
regular ringtones: Nokia • Samsung • Motorola • Siemens • Sagem

YOU'RE A SUPERSTAR - Love Inc	112329 MP	DILEMMA - Nelly feat. Kelly Rowland	112221 MP	LONG AFTER YOU'RE GONE - One True Voice	112326 MP
THE CHEEKY STAR - The Cheeky Girls	112313 MP	NAUGHTY GIRL - Holly Valance	112305 MP	LAST GOODBYE - Atomic Kitten	112304 MP
LOSE YOURSELF - Eminem	112289 MP	'03 BONNIE & CLYDE - Jay Z feat. Beyonce	112327 MP	Music Gets The Best Of Me - S E Bextor	112287 M
SORRY SEEMS TO BE - Blue & Elton John	112318 MP	THUG LOVIN' - Ja Rule & Bobby Brown	112308 MP	DEL BOY'S THEME - Ginja	112331 MP
SOUNDS OF THE UNDERGROUND - Girls Aloud	112332 MP	FEEL - Robbie Williams	112293 MP	YOU AND I - Will Young	112281 M
SACRED TRUST - One True Voice	112325 MP	WHAT MY HEART WANTS - Gareth Gates	112318 MP	SKATER BOI - Avril Lavigne	112306 M
ALL THE THINGS SHE SAID - TATU	112335 MP	MISS YOU NIGHTS - Westlife	112333 MP	MAYBE - Enrique Iglesias	112299 M
THE KETCHUP SONG - Las Ketchup	112176 MP	FAMILY PORTRAIT - Pink	112301 MP	SCORPIO RISING - Death In Vegas ft. L Gallagher	112324 MP
IF YOU'RE NOT THE ONE - Dan Bedingfield	112311 MP	I WANNA DANCE WITH SOMEBODY - Flip N Fill	112334 MP	PUPPY LOVE - S Club Juniors	112316 MP
DIRTY - Christina Aguilera	112256 MP	ALIVE - S Club	112243 MP	IT'S A RAINBOW - MC Zippy & DJ George	112330 MP

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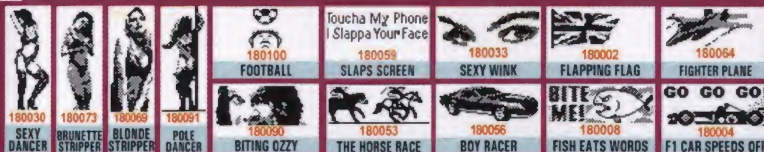
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COME INTO MY WORLD - Kylie	112271 MP	DROWNING - Crazytown	112296 M
LINE I LOVE YOU - J. Timberlake	112241 MP	IN THE END - Linkin Park	111489 MP
STRONGER - Sugababes	112275 MP	SMOOTH CRIMINAL - Allie Alt Farm	111377 MP
RUSHES - Darius	112284 M	A PLACE IN MY HEAD - Linkin Park	111254 MP
UNBREAKABLE - Westlife	112238 MP	GIRL ALL THE BAD - Bowling For Soup	112042 M
1000 KISSES - Will Smith	112280 M	HEAVEN IS A HALFPipe - OPM	111269 M
GOINNA GETCHA GOOD - Shania Twain	112297 MP	TAINTED LOVE - Marilyn Manson	111888 M
OBJECTION - Shakira	112235 MP	SHE HATES ME - Puddle Of Mudd	112163 M
DIE ANOTHER DAY - Madonna	112261 M	BLURRY - Puddle Of Mudd	111974 M
WE'VE GOT TONIGHT - R. Keating & Luke	112314 MP	TEENAGE DIRTBAG - Wheaties	111186 MP
U.S. OF WHATEVER - Liam Lynch	112322 MP		

ROCK

THE TIDE IS HIGH - Atomic Kitten	112029 MP	MISUNDERSTOOD - Bon Jovi	112319 MP
PUT THE NEEDLE - Damini Minogue	112225 M	NO 1 KNOWS - Queens Of Stone Age	112309 MP
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ROUND ROUND - Sugababes	112018 MP	I AM ME - Pearl Jam	112298 M
JUST A LITTLE - Liberty X	111935 MP	JUST LIKE A PILL - Pink	112148 MP
THE SCIENTIST - Coldplay	112268 M	HOW YOU REMIND ME - Nickelback	111671 MP
I'M RIGHT HERE - Samantha Mumba	112272 MP	LIVING ON A PRAYER - Bon Jovi	111376 MP
ANY ONE OF US - Gareth Gates	111988 MP		

DISCO

LITTLE LESS CONVER - Elvis vs JXL	111957 MP	DANCING QUEEN - ABBA	111111 MP
UNDERNEATH U'R CLOTHES - Shakira	111992 MP	KUNG FU FIGHTING - Carl Douglas	111419 MP
BLINK - Robbie Williams	112294 M	I WILL SURVIVE - Gloria Gaynor	111382 MP
KISS KISS - Holly Valance	111898 MP	LOVE FOOLSDOPH - Jamiroquai	111691 M
GOT TO HAVE YOUR LOVE - Liberty X	112024 M	YMCA - Village People	111435 MP

REGGAE

NO WOMAN NO CRY - Bob Marley	111331 MP	STAYIN' ALIVE - Bee Gees	111415 MP
JULIE - Shaggy & Ali G	111666 M	YOU'RE THE FIRST - Barry White	111437 M
ANGEL - Shaggy	111114 MP	IT'S RAINING MEN - Weather Girls	111436 M
IT WASN'T ME - Shaggy	111110 MP	MAMMA MIA - ABBA	111395 MP
ELECTRIC AVENUE - Eddie Grant	111187 MP	TRAGEDY - Steps/Bee Gees	111430 MP

R&B

LUV ME LUV ME - Shaggy	111392 M	JENNY FROM THE BLOCK - J. Lopez	112270 MP
GET UP STAND UP - Bob Marley	111330 MP	GIRL TALK - TLC	112310 MP
CANT HELP FALLING IN LOVE - UB40	111202 MP	HOT IN HERE - Welly	111977 M

UK GARAGE

PUT HIM OUT - Ms Dynamite	112292 MP	ALWAYS ON TIME - Ja Rule	111644 MP
LOVE ON THE LINE - Blazin' Squad	112264 M	GIRLFRIEND - Alicia Keys	112390 M
DON'T MUG YOURSELF - The Streets	112273 M	DOWN 4U - Ja Rule	112220 M
DYNA-ME-TEE - Ms Dynamite	112026 M	GONNA BE ALRIGHT - Jennifer Lopez	111996 M
CROSSROADS - Blazin' Squad	112034 M	GANGSTA LOVIN' - Eve feat. Alicia Keys	112168 M
ROMEO DUNN - Romeo	112025 M	WHAT YOU LOOKING - Whitney	112277 M
HEARTLESS THEME - Heartless Crew	111942 M	HIT THE FREEWAY - Toni Braxton	112295 M
RIDE WITH US - So Solid Crew	111667 M		

HIP HOP

CLEANING OUT MY CLOSET - Eminem	112062 MP	TUBULAR BELLS - Mike Oldfield	111403 M
WITHOUT ME - Eminem	111952 M	LIGHT MY FIRE - The Doors	111414 MP
LIVIN' IT UP - Ja Rule	111931 MP	WOODOO CHILE - Jimi Hendrix	111305 MP
WORK IT - Missy Elliot	112246 MP	GOOD VIBRATIONS - Beach Boys	111458 MP
PUSSYCAT - Wyckle Jean	112315 MP	HARD DAYS NIGHT - Beatles	111260 MP

DANCE

OPERA SONG - Jurgen Vries ft. CMC	112320 MP	ONE STEP BEYOND - Madness	111278 MP
POSSO - Scooter	112282 MP	COME ON ELEEN - Dexys	111112 MP
DO YOUR THING - Basement Jaxx	112321 MP	TAKE ON ME - A-Ha	111300 MP
I'VE GOT SO MUCH LOVE - DJ Falcon	112328 MP	SUMMER LOVIN' - Grease	111159 MP
I THINK WE'RE ALONE - Pascal & Karan	112312 MP	LOVE SHACK - B 52's	111475 MP
HEAVEN - DJ Sammy	112229 MP	SIMPLY THE BEST - Tina Turner	111406 MP
PRAY - Lasso	112286 M	ITS NOT UNUSUAL - Tom Jones	111179 MP
HOLIDAY - Madhouse	112331 MP	TAKE MY BREATH AWAY - Berlin	111208 MP

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Main Theme
License to Kill
Live And Let Die

COMEDY - 119916
Only Fools and Horses
Benny Hill
Father Ted

ROCK - 119909
Sweet Child o Mine - Guns n Roses
In The End - Linkin Park
Enter Sandman - Metallica

EMINEM - 119915
Real Slim Shady
Stan
Purple Hills - D12

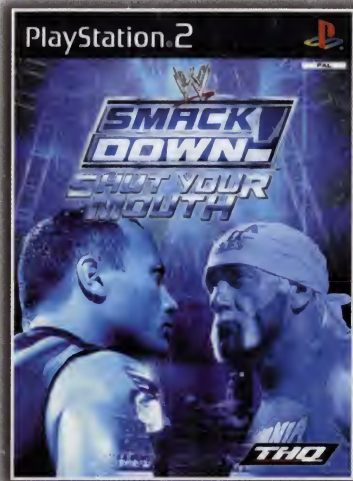
THEMES

MISSION IMPOSSIBLE	111121 MP
SCOOBY DOO	111142 MP
MUPPETS	111134 MP
ET	111612 MP
ROCKY	111141 MP
BIG BROTHER	111342 M
ONLY FOOLS AND HORSES	111369 MP
MAIN THEME - Star Wars	111125 MP
THE A TEAM	111115 MP
GOOD, BAD AND THE UGLY	111181 MP
JAMES BOND	111119 MP
BLACKADDER	111609 MP
PINKY AND THE BRAIN	111607 M
MATCH OF THE DAY	111126 MP
SEX AND THE CITY	111673 M
INDIANA JONES	111466 MP
KNIGHT RIDER	111127 MP
FRIENDS	111152 MP
RAINBOW	111562 M
FORMULA ONE	111610 M
MASH - THEME	112128 M
JAWS - THEME	111603 MP
HARRY POTTER	111548 M
BENNY HILL	111139 MP
PINK PANTHER - Pink Panther	111133 MP
ME BEHAVING BADLY	112127 M
SPIEDERMAN	111645 MP
CANTINA THEME - Star Wars	111124 MP
FLINTSTONES	111465 MP
SOUTH PARK	111144 MP
LOONEY TUNES	111151 MP
DANGER MOUSE	112117 MP



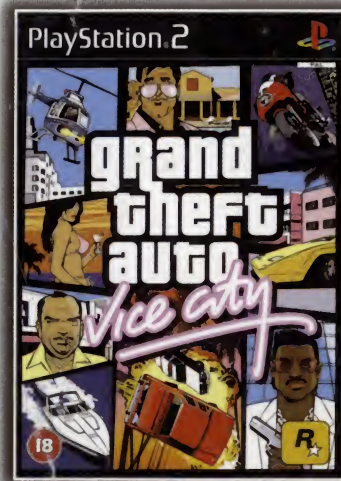
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